

A promotional poster for the British science fiction sitcom Red Dwarf. The background is a dark space with a large, close-up face of a balding man (Rimmer) in the center. Surrounding him are five other characters: a robot (Archer) on the top left, a man with an 'H' on his forehead (Hobbes) on the top right, a man in a flight suit (Lance) on the bottom left holding a futuristic gun, a woman in a blue dress (Travis) in the bottom center, and a man with a green face (Geldof) on the bottom right. A large red stylized 'D' is superimposed over the central face and the title text.

RED DWARFTM

THE ROLEPLAYING GAME

A small, green, three-eyed alien figure is visible in the bottom right corner of the poster.

Tall Dave
2003

#103

Sandy

Gavin Downing
(is very cross)



THE ROLEPLAYING GAME

Disclaimer

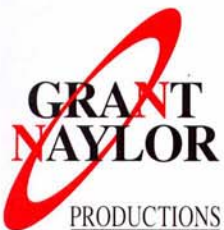
Red Dwarf - The Roleplaying Game is based on a British sitcom, embraced by a worldwide audience. The game was developed in America, using a selection of American and British writers. It was tested by *Red Dwarf* fans and non-fans in Brazil, Belgium, Germany, the UK and the USA, and was printed in Canada. This goes to show that human beings are more similar than not, and comedy knows no geographical borders. The *Red Dwarf* television show (and likewise, this book) is not "politically-correct". If you find the mixture of pub humor and theoretical physics uncomfortable, this game is probably not for you. It contains references to pharmaceuticals, alcohol, sexual innuendo, and dirty-sounding words like "wobbly" and "time hole". As with all entertainment, parental guidance is recommended.

A Note on Style

The text in this book was largely written and edited in America, and uses American grammar and spellings (color, humor, etc). Blame Noah Webster. In all other ways, we have endeavored to reflect the international attitudes and style of the *Red Dwarf* universe. The use of "he" as the customary generic pronoun is simply an editorial nod to established convention, and is not intended to overlook or neglect female players (whom we all think are pretty nifty, generally speaking).

Graphics

Red Dwarf is a relatively low-budget television series, and as such, not many photographic records were kept from the show's early years. Rather than sparsely populating this book with only the posed production stills and marketing photos of later seasons, we have included screenshots from actual episodes as well. And while the addition of such pieces is quite faberoo in terms of immersion, please understand that broadcast video is not the same quality as print media, and therefore some images contain a modicum of video grain or pixelation. Furthermore, as there were no existing technical schematics for ship floor plans, we took upon ourselves the unenviable task of creating an actual *Starbug* schematic. *Starbug*, as Andrew Ellard is fond of saying, has "elastic walls", and its interior and exterior scale has fluctuated throughout the show's decade-plus history. Rest assured we did our best, drawing from the *Red Dwarf* set plans and exhaustive video screenings, to create something tangible and playable (for game purposes, assume this schematic refers to circa Series 1-6, prior to the Series 7 interior spatial dilation).



The characters Kryten, Kochanski, Cat, Rimmer, Lister and Holly appeared in the Television program *Red Dwarf*, a Grant Naylor Production broadcast by the BBC.

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FIRST EDITION

Red Dwarf - The Roleplaying Game is published by Deep7 PO Box 46373 Seattle WA 98146 USA <http://www.deep7.com>

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THE ROLEPLAYING GAME

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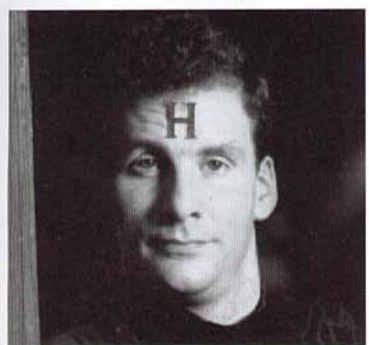
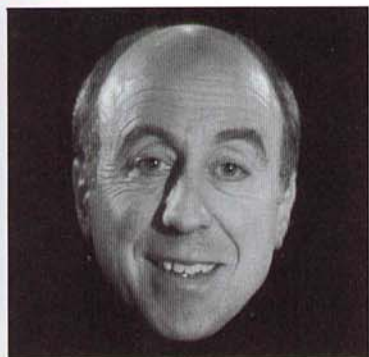
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Special thanks to:

Rob Grant & Doug Naylor, for their brilliant TV show, and for Doug's insight on the project

Andrew Ellard, Gina Hinton, Charles Armitage, Helen Norman and M. Flibble at Grant Naylor Productions

Christy Jarboe at IMC Licensing

Mike Tucker, for the generous use of his *SSS Esperanto* concept art

Robert Llewellyn, aka Kryten, for his wonderful quote

Ron Dugdale, for the initial legwork

Mike Stephan, for running the numbers

Bill Smith and Greg Costikyan, for letting us use the brain implants

Carol Grismore, for her extra pair of eyes

NASA/JPL, for the space and planet photos

USGS, for the geological photos

The cast & crewmembers of eight fun-filled seasons of *Red Dwarf*

For more *Red Dwarf* information than you could ever hope to absorb in one sitting, visit www.reddwarf.com.

For more *Red Dwarf* roleplaying game support and equally fun wastes of time, visit www.deep7.com.

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"As the days go by, we face the increasing inevitability that we are alone in a godless, uninhabited, hostile and meaningless universe. Still, you've got to laugh, haven't you?"

- Holly

"What's he thinking of, warping that close to another vessel. DAMN SPACE HOG."

- Kryten

"Hey, this is mine. That's mine. All this is mine. I'm claiming all this as mine. Except that bit. I don't want that bit. But all the rest of this is mine. Hey, this has been a good day. I've eaten five times, I've slept six times, and I've made a lot of things mine. Tomorrow, I'm gonna see if I can't have sex with something. Oooooooooooooow, yeaaaaaaah..."

- Cat

"How's life in hippie heaven, you pregnant baboon bellied space cookie? What's the plan for the day then? Slobbering in the morning, followed by slobbering in the afternoon, then a bit of a snooze before the main evening's slob? God, you're a disgrace to the species."

- Rimmer

"I thought it was going to be a good skive and all that, you know? But I took one look at the time table and just checked out, man. I mean, it was ridiculous. They had, they had lectures at, like, first thing, in the afternoon. We're talking half-past twelve everyday. Who's together by then? You can still taste the tooth-paste."

- Lister

"The world loves a bastard."

- Rimmer

"It's hideous! That's the best design they could come up with? Are you seriously telling me there were choices, and someone said 'Ah, there, that's it. That's the shape we're looking for: The last-chicken-in-the-shop look?' Shakespeare had one? Einstein? Perry Como sang *Memories are Made of This* with one of those stashed in his slacks?"

- Kryten

"Hey, it's not a good night unless you get a traffic cone."

- Cat

"Has anyone ever told you that you are a disgusting, pus-filled bubo who has all the wit, charm and self-possession of an Alsatian dog after a head-swap operation?"

- Kryten

"Where did it all go wrong...? My life started so promisingly. Rich parents; good school; pony named Trumper. How did I end up like this? On a ship where the fourth most popular pastime is going down to the laundry room and watching my knickers spin dry..."

- Kochanski

"Listen, you bunch of tarts, it's clobbering time! There's a body bag out there with that scudball's name on it, and I'm doing up the zip. Anyone who gets in my way gets a napalm enema!"

- Lister

INTRODUCTION

Chapter One:

INTRODUCTION

"For the last four years you have been engaged in the Total Immersion Video Game, Red Dwarf. As with all roleplaying adventures, you will experience a certain amount of disorientation on leaving the game. It will be several minutes before your real-life memories return. So, in the meantime, please disengage the game-playing machinery and relax until an attendant is free to answer any of your questions. On behalf of Leisure World International, may we be the first to say, Welcome back to reality!"

- Back to Reality, Series V

Welcome to *Red Dwarf - The Roleplaying Game*. Within this book you will find the means to create your own unique *Red Dwarf* character, a fictional persona that you'll "play" in the game. Your character will have the opportunity to interact with others in the game and chart a course for hilarity and adventure. If you are a novice roleplayer, fear not - the experience is mostly painless. If you are a veteran, you're in for an enjoyable ride. Since the best way to get wet is to dive right in, let's get to it, shall we?

What is Roleplaying?

In the simplest of terms, roleplaying is "let's pretend" for adults. There are no game boards, no finish lines, no winners, and no losers. Instead of playing pieces, players create characters on sheets of paper, interacting with other players and the referee (in this case, referred to as the AI). The AI establishes the parameters of the adventure, creating the framework for an interactive story, which the players flesh out through planning, teamwork, and communication. Often, roleplaying games (RPGs) use one or more types of multi-sided, or polyhedral, dice. *Red Dwarf* utilizes two standard six-sided dice, which can be found in most of the board games hidden in your closet. Sometimes, groups will use maps, miniature figurines, and other visual aids to help plot

and visualize, but they aren't required to play.

Adventure games evolved from tabletop strategy wargaming, which is centuries old. Roleplaying games originally focused on medieval fantasy settings, but soon diversified to cover many genres. Roleplaying as an industry has been with us for more than thirty years, and has gradually become accepted among the mainstream. Once the exclusive domain of college students and computer geeks (no offense to present company), the hobby has grown to include adolescents, housewives, doctors, lawyers, teachers, clergy, cops, and interesting hairdressers named Kylie.

Roleplaying promotes creativity, social interaction, math and problem-solving skills, and is often used in special education programs or as part of gifted/advanced curricula.

Specific examples of "how to roleplay" are included in this book.

What is Red Dwarf?

Red Dwarf is a television series produced by the BBC. Created by Rob Grant and Doug Naylor, the show has produced eight seasons of quality science fiction comedy with memorable characters loved throughout the world. Its setting is filled with both scientific and comedic possibilities, and this official roleplaying game should provide a welcome alternative to the standard

"This is an SOS distress call from the mining ship Red Dwarf. The crew are dead, killed by a radiation leak. The only survivors were Dave Lister, who was in suspended animation during the disaster, and his pregnant cat, who was safely sealed in the hold. Revived three million years later, Lister's only companions are a life form who evolved from his cat, and Arnold Rimmer, a hologram simulation of one of the dead crew...I am Holly, the ship's computer, with an IQ of six-thousand. The same IQ as six-thousand PE teachers."

*Future Echoes,
Series I*

bug-hunt and dogfight fare found in many science fiction roleplaying properties. If you are not already familiar with the show, we highly recommend watching anything you can lay your hands on related to *Red Dwarf*. In any case, everything you need to start playing in this hilarious universe is included in this book. Except dice... and pencils... and friends...

The Setting

The universe is vast, and you have no clean socks. If Earth is a small coin on your dining table then you are over here - somewhere just outside Guam. That is to say, you're a long way from home (unless you live in Guam, in which case...oh, just bear with the analogy). In all likelihood, you are the last of your species, or close to it. Your companions are a bizarre collection of losers, drifters, madmen... even accountants. Well, probably not accountants. This isn't a horror game, after all, but you get the idea. Before you start shaking your head and muttering, "but I already hang out with losers, drifters and madmen," just remember these are wholly and entirely *different* losers, drifters and madmen... *in space*.

In the course of your travels, you might find long-abandoned traces of Man's presence, genetically engineered lifeforms, homicidal androids, intelligent viruses and ancient artifacts. You might journey to distant worlds and traverse dimensional barriers. You might even discover an edible pot noodle. This is a roleplaying game - anything can happen.



What's Included in This Book?

Well, you've probably noticed the pictures by now. Lots and lots of photos and original artwork combined with descriptions and statistics of all the familiar (and unfamiliar) *Red Dwarf* stuff: lifeforms, ships, hardware, and the like. All the rules to play are included, as well as a master character sheet, which we give permission to photocopy for your own noncommercial use. In addition, a Scenario Generator has been developed to help the novice AI get started creating adventures for his players.

Deep7 will continue to support the game with additional supplement books, as well as free downloads and player resources from www.deep7.com.

How Can I Make Fifty Million in Real Estate?

Unfortunately, that is not included in the basic book. We recommend *How to Make Fifty-Million in Real Estate*, by Seymour Dollarpounds. It's available at all fine Senrab & Elbon bookstores on Backwards Earth.

**Man is alone in a godless universe.
Hilarity ensues.**

INTRODUCTION

Quick Start Guide

For the benefit of more experienced (or impatient) players, we have included this Quick Start Guide. Contained within are the key points of character creation, the game system, and a gift certificate for your very own pair of Rocket Pants™! What's that? You can't find your gift certificate? Why that's a travesty! Someone should complain to the management! Oh yeah. We are the management. Uhhh... there is no gift certificate for Rocket Pants™.

Character Creation Overview

1. **Pick a Character Type.** See following page for Quick Character Type Info, or see descriptions beginning on page 12.
2. **Distribute 20 points into stats.** See descriptions, page 27.
3. **Distribute 30 points into skills.** See descriptions, page 29, or list on page 38. No skill is unimportant!
4. **Choose Assets, Liabilities and Behavior Tags.** See descriptions, page 33 or list on page 39. Keep it playable!
5. **Fill out vitals.** See Space Corps Personnel File (your character sheet).
6. **Create a history and relationships.** Talk to other players.
7. **Gear up.** See Hardware, page 55.

Rules Overview

Skill Checks (see page 41)

1. Locate the skill in question in the Skill Profile area of the character sheet.
2. Add the skill rating to the stat it falls under; the result is the Target Number (example: Climb 4 + STRENGTH 3 = 7).
3. Roll 2D6 equal to or less than the Target Number for success.

Opposed Skill Checks (see page 44)

1. Both opponents roll a Skill Check.
2. The opponent with the greater margin of success wins (example: Lister makes a Cooking: Curry check and rolls under his Target Number by 1. Cat makes an Endurance check and rolls under his Target Number by 2. Cat wins the opposed roll and does not suffer indigestion from Lister's vindaloo).

Combat Rounds (see page 43)

1. AI calls for Combat Rounds.
2. All players roll INITIATIVE (roll 2D6 using the character's INITIATIVE rating as the Target Number).
3. Player with the greatest margin of success acts first.
4. Player with next-greatest margin of success acts next, and so forth.
5. Players with any extra actions act in INITIATIVE order, at a -3 penalty for every action (cumulative).

Shooting Something (see page 44)

1. DEXTERITY + Firearms (minus any difficulty for distance, cover or environment) = Target Number
2. Roll 2D6 equal to or less than the Target Number. Margin x WR = Damage.
3. Target may choose to Dodge, using margin of success as modifier for attacker's shot (replacing all other modifiers).

Whacking Something (see page 44)

1. AGILITY + Self Defense = Target Number
2. Roll 2D6 equal to or less than the Target Number. Margin x WR = Damage.
3. Defender may choose to Parry or Dodge, making an Opposed Skill Check. If defender's margin is greater, defender takes no damage.

Tips to Remember

The AI's word is law.

Play your character to the best of your ability, and try to serve the story.

Don't worry about reward, treasure or killing monsters. This is *Red Dwarf*. You're screwed anyway. Enjoy it.

If you find yourself in a lengthy debate about astrophysics, ballistics trajectories or realistic wound modeling, refer to the previous tip. This is *Red Dwarf*. Those who seek realism in a sci-fi comedy universe are setting themselves up for disappointment.

Character Type Stat Caps

Type	AGL	DEX	STR	PER	INT	WIL	Description Page #
Cat	7	6	5	7	5	6	14
Dog	5	6	7	7	5	6	15
Hologram	6	6	6	6	6	6	13
Human	6	6	6	6	6	6	12
Iguana	6	5	6	6	5	8	24
Kinitawowi	6	5	8	7	4	6	18
Mechanoid (4000)	6	6	7	5	8	4	16
Mechanoid (Hudzen 10)	6	6	8	4	7	5	17
Pleasure Gelf	4	6	5	8	6	7	19
Rabbit	8	6	4	8	5	5	22
Rat/Mouse	6	7	4	7	5	6	23
Simulant	6	6	7	5	7	5	21
Wax Droid	6	6	6	7	7	4	20

Cat

Special abilities: Awareness 1, Athletics 1.

Drawback: -2 to all Empathy checks.

Dog

Special abilities: Awareness 1, Empathy 1.

Drawback: -2 to all Social checks.

Hologram

Special Abilities: Can only be hurt by other holograms and special weapons.

Drawback: Incorporal.

Human

Special Abilities: Resist 1, Cool 1.

Drawback: None. Being human is enough of a drawback.

Iguana

Special abilities: Cool 1, Resist 1, Climb 1. Automatically pass all fear related Resist checks unless they roll boxcars.

Drawback: If temperature goes below 65F (16C), -3 to any Skill Check. 55F (13C) or less, go

into shock and accrue 1 Wound Level every period of game time equal to his STR in minutes.

Kinitawowi

Special abilities: Bargain 1, Intimidation 1.

Drawback: -2 to all INT and PER-based Skill Checks when angered.

Mechanoid (4000 Series)

Special abilities: Culinary Arts 1, Trivia 1.

Drawback: Behavioral inhibitors (i.e. Asimov's Law), NegaDrive.

Mechanoid (Hudzen 10)

Special abilities: Culinary Arts 1, Self-Defense 1.

Drawback: AI may mandate Cool check under stress. A failed check earns a trip to the Space Madness Table on page 122.

Pleasure GELF

Special abilities: Empathic polymorphism ("Gesundheit!").

Drawback: -3 to Seduction and Social checks when mind field is off.

Rabbit

Special abilities: Awareness 1, Aesthetics 1, Seduction 1.

Drawback: -3 to any Empathy check when dealing with humans, -2 when dealing with any other species, and -1 when dealing with other rabbits.

Rat/Mouse

Special abilities: Awareness 1, Stealth 1.

Drawback: Reflective surfaces force a Cool check.

Simulant

Special abilities: Self-Defense 1, Intimidation 1. Automatically passes any Resist check for horror or panic.

Drawback: Must make a successful Resist check to avoid heading into combat.

Wax Droid

Special abilities: See Wax Droid description.

Drawback: Melts at 100F (38C).

INTRODUCTION

Glossary of Terms

Adventure Seed - A short premise used as the basis for a roleplaying scenario. Usually no more than a paragraph or two, adventure seeds are the building blocks of fully fleshed-out adventures.

AI - Artificial Intelligence. In this case, the referee in charge of running the game. The AI governs the interactions of the Player Characters (PCs) and Non-Player Characters (NPCs), portrays the ship's AI (if any) as well as any creatures and personalities encountered. In other roleplaying games, this person is commonly called the Game Master (or GM), Dungeon Master (or DM), or Storyteller, as well as a whole variety of less kind nicknames.

Campaign - A word used to describe a long-term game or über-plot. A campaign is usually a number of single adventures using the same characters and strung together with a story arc or goal in mind. Some campaigns may take as few as two or three adventures, while some may last years. Not to be confused with the political process of telling as many lies as necessary to get elected to office.

Character - The player's "playing piece". A character is the imaginary personality the player guides through the roleplaying adventure, trying not to get it killed if at all possible. Characters played by the players are called Player Characters, or PCs. Characters played by the AI are Non-Player Characters, or NPCs. See PC and NPC.

Character Sheet - A record of the character's vital statistics, skill profile and assorted gear. In this case, the character sheet is the Space Corps Personnel File, the very last page of this book.

Combat/Melee Round - Whenever the situation calls for orderly action (as opposed to simultaneous

whining and anarchy), the AI calls for Combat Rounds. Also known as "Melee Rounds" within the roleplaying hobby, Combat Rounds represent a slowed-down version of time wherein lots of fast action transpires. In *Red Dwarf*, a Combat Round is roughly three seconds within the game environment. For more information, see **Rules of Play** (page 41).

D - Fourth letter of the English alphabet. The common abbreviation for "die", meaning the singular "dice", not what will happen if you enter the airlock without a vacsuit. In context, the D will be preceded by a number which indicates how many dice to be rolled. It will also be followed by a number which indicates how many sides the dice should have. *Red Dwarf* exclusively uses 6-sided dice, so you will only see D6, D6% and D3 referred to, but in other games, D8, D10, D12, D20 and D100 are sometimes used.

D6% - The method for generating a shortened percentile value by rolling two 6-sided dice (2D6). One die is nominated as the tens, and the other is nominated the ones before rolling. Results range from 11-16, 21-26, 31-36, 41-46, 51-56, and 61-66.

D3 - The result of a single 6-sided die, halved (round up). 1 and 2 would result in 1, 3 and 4 would result in 2, and 5 and 6 would result in 3. Not commonly needed in *Red Dwarf*, it is nonetheless handy when the AI needs to choose among 3 crewmembers to have the Vindaloo Beast attack.

D6 - The common designation for the 6-sided die. 1D6 means a single 6-sided die, 2D6 means two 6-sided dice, and so forth.

NPC - Non-Player Character. Any character not being portrayed by a player is referred to as an NPC and falls to the AI to portray. NPCs





"I can't stand it when guys stereotype us. I mean, so what if I like to hang out in the Jane Austen World sim in the AR suite, as opposed to *Gore-mageddon* or *Medieval Bloodsport*? So what if I like cottage cheese with pineapple chunks in, as opposed to five-alarm curry? Does that make me any less tough? Any less of a hardened space adventurer? Ask Kryten's spare head two that question. He's still panel-beating the dents out. So what's the big deal about women playing games, anyway? It's not like we haven't been playing games since the dawn of time. We enjoy the interaction, the romance, the plot twists, the intrigue, and yes, occasionally, we like to kick some major arse! For instance, there was this squeaky pipe in my cabin..."

include both allies and enemies, friends and monsters (although monsters are usually referred to as "monsters", they are still technically NPCs).

PC - Player Character. Any character being portrayed by a player other than the AI.

RPG - Role Playing Game (alternately, Role-Playing Game or Roleplaying Game). A game wherein players portray various characters in an adventure scenario (see Scenario), usually moderated by a referee of some kind (see AI).

Scenario - A story or plot used as a guideline for the AI to successfully moderate the game. Scenarios give the players goals to achieve, problems to solve and challenges to overcome. Also referred to as an "adventure", or together as "adventure scenario". Think of it as the equivalent to a *Red Dwarf* television episode. When the scenario is over, the music comes up and the credits roll. See you next week.

Session - The time in which the players and AI meet to roleplay. A session may be sufficient to conclude an entire scenario; alternately, some scenarios may take multiple sessions to complete. Campaigns almost certainly take several sessions' worth of play to complete.

Skill Check - The method of determining whether a character succeeds at the use of a given skill.

Rules for the Skill Check are found in the **Rules of Play** section (page 41).

Skills - Any of several quantifiable areas of expertise in the character's profile. Each skill is tied to a predominant stat (see **Stats**). Skills can be learned, instinctual, or a combination thereof. For more information on the use of skills, see **Skill Profile** (page 27).

Stats - Any of the areas of raw ability listed in the character's profile, having a number of subordinate skills tied to it. In *Red Dwarf*, character stats are: Agility (AGL), Dexterity (DEX), Strength (STR), Perception (PER), Intelligence (INT) and Willpower (WIL).

Target Number - The number by which the success of a Skill Check is measured. The Target Number is the sum of the skill in question plus the stat it falls under. The player must roll equal to or under this number on 2D6 to succeed.

XPG - Deep7's proprietary game system used to facilitate *Red Dwarf* (and others). XPG is a relatively simple, cinematic game system that relies on two 6-sided dice for randomization. It is also used in *Mean Streets*, Deep7's film noir game, as well as products like *Bloode Island XPG* and *Santa's Soldiers*.



HOW TO PLAY

Chapter Two:

HOW TO PLAY

In bringing this game to other *Red Dwarf* fans, the designers realize many of you may not have tried this particular pastime before now, and therefore a primer in the finer (and not-so-fine) points of roleplaying might be in order.

As we said in the introduction, roleplaying is like any other tabletop game to the extent that one will gather one's friends about the kitchen table, living room, dormitory or wherever, laugh, hurl casual insults, eat junk food and get *pished*. There, the similarities with, say, draughts or bridge, end.

So What IS It?

Roleplaying in its most rudimentary form is like combining a classic board game and those murder mystery parlor games where everyone is assigned a role and has to figure out whodunnit. To play *Red Dwarf* (and any other roleplaying game besides), you must cast off the shackles of inhibition and preconceived notions about "traditional games". Grab your pencil, character sheet and dice, roll up your sleeves and dig in. We think

you'll find it a more personally fulfilling and varied experience than your fiftieth session of *Trivia Blaster 10th Edition*.

So What IS It?

The first concept to grasp is that of the character. This is your playing piece - in a manner of speaking. You will play the role of [*your character here*] within the bounds of the story relayed by the AI (the member of the group who acts as the referee for player interaction). Although you will relay the character's actions and dialog through your own words and actions, you will keep track of all the important (quantifiable) aspects of your character on your *character sheet* (last page of the book). The character sheet is a record of where your character has been, what keeps him going, and where he's headed. When the character is wounded, you will keep track of how badly (it's all there on the sheet). When the character becomes better in a skill, you will reflect that on the character sheet as well.





"Ah. Greetings, fellow roleplayers. I have been instructed to fill you in on the finer points of the game, the higher intangible aspects to this wonderful, stimulating hobby. Roleplaying will make you popular, sweet-smelling and give your physique a svelte, muscular tone. You will become incredibly desirable and people of all genders will want to mate with you. Lie mode cancelled. Well, at least playing *Red Dwarf - The Roleplaying Game* will challenge your creativity, your intellect and your interpersonal skills, and the book makes a handy makeshift teacart. It won't turn you into a drooling zombie like Mister Lister's five-alarm Bengal chili or playing *Super Carnage Smackdown* on the GameStation for eight hours straight. And it's certainly a more worthwhile use of your time than watching a Doug McClure movie marathon."

So What IS It? How Much is Too Much?

"So I'm supposed to physically act out what my character does?! Are you mad?!" Let's address the first part of that... Describing character actions in a roleplaying game is like telling an amusing story to your mates in a pub. You may get a bit animated, use your hands to mimic when you picked up the salami and hit the mugger over the head with it, but you never physically have to get up from your seat and perform *King Lear*. Unless Sir Anthony Hopkins is in your roleplaying group, in which case you may want to suspend the 'No Performing *King Lear*' rule. As for the second part, we may very well be. Mad, that is. Had you already forgotten?

"Oh gawd, he's gonna say it!" Yes, I'm gonna say it. Use your common sense. If your description of an action requires standing up to actually show how the character grabs himself to insult the GELF pirate, so be it. But nothing in the rules says you have to do anything more than simply describe the activity: "I turn to the GELF pirate and cup myself in the universally insulting fashion..." Just be aware of what is appropriate and acceptable behavior within your group.

There are more notes and suggestions on the Immersion Factor in the **AI Section** of this book (page 125).

The Pieces

A character in a roleplaying game is made up of numbers and words and little scribbles and, presumably, a coffee stain and some greasy fingerprints from the microwave taquitos. The numbers and words can, to the uninitiated, look somewhat confusing and daunting. But if you look at them as the character's basic vitals,

they're pretty easy to grasp.

First, let's look at the statistics, or **stats** for short. Stats represent the character's raw talent, and for humans range from 1 to 6 (3 and 4 being in the "average" zone): Refer to page 27 for specifics on the names and functions of these stats. Generally speaking, stats remain static (pardon the expression) throughout the character's career. There are a few methods for naturally or artificially boosting or enhancing stats, but the player shouldn't assume the character can get smarter or more dexterous with time. A character with a higher stat has more innate ability than one with a lower stat. However, there's no substitute for experience. That's where skills come in!

A **skill** is a way of rating the character's knowledge. The knowledge may be learned, instinctual or a combination thereof. Skills begin at a rating of 1 and can go as high as the player's imagination. As with stats, a rating of 4 indicates an average, "professional" level of expertise. The alphabetical listing of skills is on page 38, and full Skill descriptions begin on page 29. When it comes time to test the character's ability, the appropriate Skill is added to its appropriate stat, and the result is a **Target Number**.

How it Fits Together

XPG, the system that governs player interaction within the *Red Dwarf* game, is a self target system. That means that instead of rolling dice with a high result in mind and attempting an arbitrary benchmark, the player tries to roll beneath his Target Number by the largest possible margin. The player always has a Target Number in front of him, and, barring any modifiers from the AI, always knows what he wants to roll. Simply put, the higher one's Target Number, the more chance one's character has to succeed.

HOW TO PLAY

There's more to explore in the system itself (**Rules of Play**, page 41), and the odds and ends are discussed in more detail in the **Designer's Notes** (page 161).

Life in Miniature

Occasionally, players and referees find it useful to employ various visual and tactical aids to help convey plot, action, placement and timing. Among these aids are props, maps and floor plans, and plastic or metal miniatures representing a player's character, a ship, or a ravening vindaloo beast. A wide variety of generic, sci-fi miniatures can be found at your local specialty/hobby shop, and painted up to stand proxy for your character in the action.

Maps can be handy for keeping track of the derelict ship your crew just looted (so they can find their way out again before the Psiren chases them down and sucks their brains out), and a scale floor plan can be useful for showing exactly how close the psiren miniature is to the character miniature. There are several good generic sci-fi deck plans and spaceship terrain sets available.

Of course, none of this stuff is required. Role-playing games are primarily about imagination. It all depends on how deeply you and your friends want to involve yourselves in the visualization aspect.



Artificial Reality goggles and groinal attachment not included.

Why Did No One Mention This Before?

Sometimes, if the creatures are brutal, the player unwary or the AI sadistic, a character may die. It's part of dramatic literature, part of entertainment, part of life. Despite what the urban legends say, there is no rule in any game we're aware of that says you have to leave the group, get shunned by your friends or banished to your local steam tunnels. To begin with, death really isn't all that common an occurrence in *Red Dwarf*. Secondly, when character death does happen, it's easily dealt with via temporal manipulation (aim the ship into the nearest swirly thing and dump your buddy on Backward Earth for a short holiday - he'll be right as rain in no time), reinstatement as a hologram, or as an alternate-dimension version of the character.

If at some point you find your character has been rendered down into a puddle of goo, don't fret. Consult with your AI and find out if it's possible to come back in one of the aforementioned ways, or create an entirely new character to play. And please don't go near the steam tunnels.



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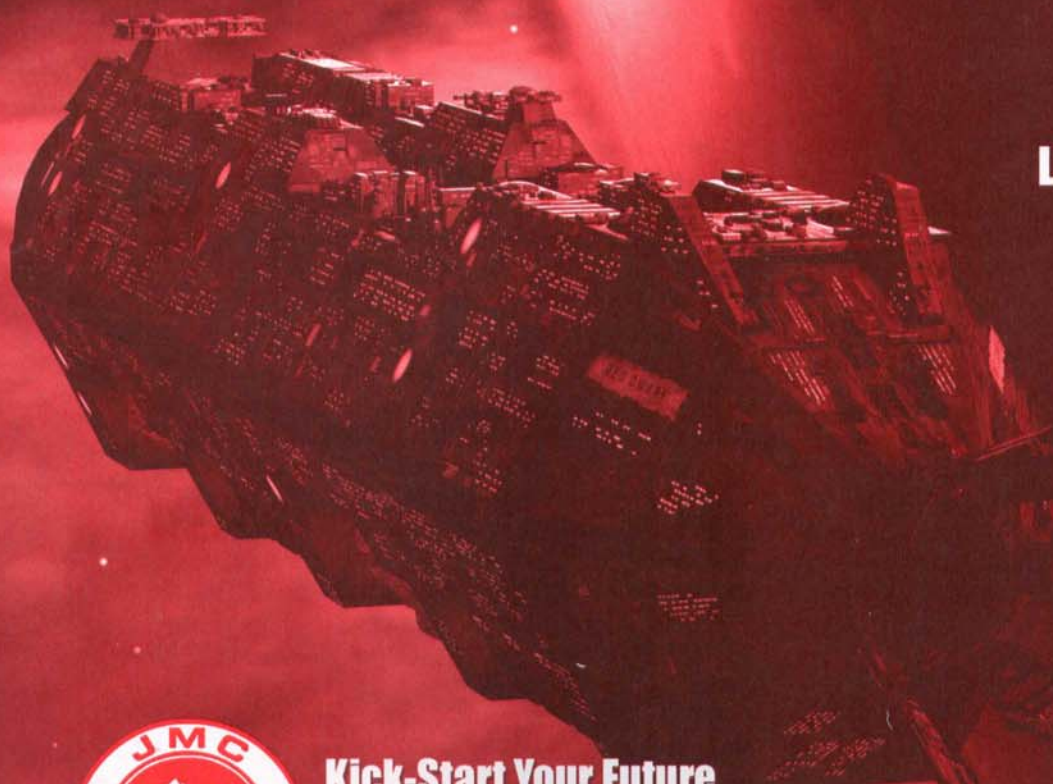
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Chapter Three:

CHARACTER CREATION

In order to play *Red Dwarf: The Roleplaying Game* you must first have a role to play. In this section, you will find all the rules to create your own 'Dwarfer, from the impossibly cool to the unbelievably smegheaded. All you need for character creation is a copy of the *Space Corps Personnel File* (last page in the book; go ahead and photocopy it - it's okay, really) and a pencil. For the most part, you get to design your hilariously imperfect character from the ground up, using a combination of point distribution and shrewd decision-making skills (or barring that, a few pints of lager).

Character Concept

First, think about what kind of character you want to play in this alternate *Red Dwarf* universe. Is he the last of the Canis Sapiens, acolyte of the Holy Hydrant? Is she the hologram of the ship's doctor - a sultry, intelligent being, just a bit prone to blushing whenever engaging in clinical discussions about...well...sex? Maybe you've decided to play an alternate Olaf Petersen, sent into stasis for hiding Lister's pet hamster. Think about what motivates your character. Is it greed, fear, food, 20th century pop culture, antique tele-

graph poles? Most likely you'll be gaming with a group of other players, so it's also important to think about your character's interpersonal traits. Think about what connections he has with the other characters. What are some of his annoying habits, and what makes him moderately tolerable in a scrape? Once you've answered a few basic questions about the type of character you want to play, browse through the **Character Types** beginning on page 12. They will help you determine the most important aspect of your character: what is it?



Character Types

Steps to Creating a Character

1. Pick a Character Type.

Visit pages 11 to 25 and decide on a Character Type. Each Character Type has certain Maximum Stats, Special Abilities and Drawbacks that will help you define your character concept.

2. Distribute Points into Stats.

Distribute 20 points among the stats listed on the character sheet, bearing in mind the Maximum Stats of your chosen Character Type.

3. Distribute Points into Skills.

Distribute 30 points among the skills listed on the character sheet. The descriptions of these skills start on page 29.

4. Determine Psych Profile.

Decide on the character's Assets, Liabilities and Behavior Tags, if any. Descriptions begin on page 33. Come up with the goals and driving forces behind the character, and determine a tagline (a quote the character is known for).

5. Fill Out Vital Statistics.

Height, weight, eye color, hair color, all that mundane rot.

6. Create a History & Relationships.

Work with the AI to come up with a "plausible" background and connections to the other characters.

Humans

Three million years ago, humanity was reaching its peak. Humans spread across the stars, creating artificial life as they went, and even postponing death by way of hologramatic continuation. They turned whole planets into amusement parks, and engineered entirely new and interesting uses for canned meat products. The very pinnacle of evolution, they spanned the galaxy.

But as has been proven by Hollywood again and again, when you've hit the top, there's nowhere to go but down.

Though their, um, expert handiwork can still be appreciated, humanity is presumed long extinct. Did they evolve into an advanced lifeform of pure thought and energy (much like Rik Mayall)? Were they exterminated in a massive war? Or did they travel to a far-off dimension where *Ishtar* was a good movie? Whatever the cause, humanity is gone, leaving only hints of their great masterworks (and a fair amount of garbage) behind.

Yet somehow, individual humans continue to survive. Dave Lister of the mining ship *Red Dwarf* remained in stasis for three million years, finally released once the ship's radiation returned to safe levels. Living humans have had more cameos than an episode of *Celebrity Chainsaw Ice-Sculpting Challenge*. They continue to pop in and out of dimensions, through cosmic swirly things and, like a bad pimple, show up in a prominent place when you least expect it. Only a few scant hundred years after Lister's awakening, nanobots rebuilt the entire crew of the *Red Dwarf*, and humanity lives yet again. Like cockroaches, humans just refuse to die.

Maximum Stats:

Agility 6

Dexterity 6

Strength 6

Perception 6

Intelligence 6

Willpower 6

Special Abilities: Resist 1, Cool 1.

Humans are able to deal with all kinds of psychological trauma thrown at them. Torture, fear, drugs, extinction...even Yanni concert videos.

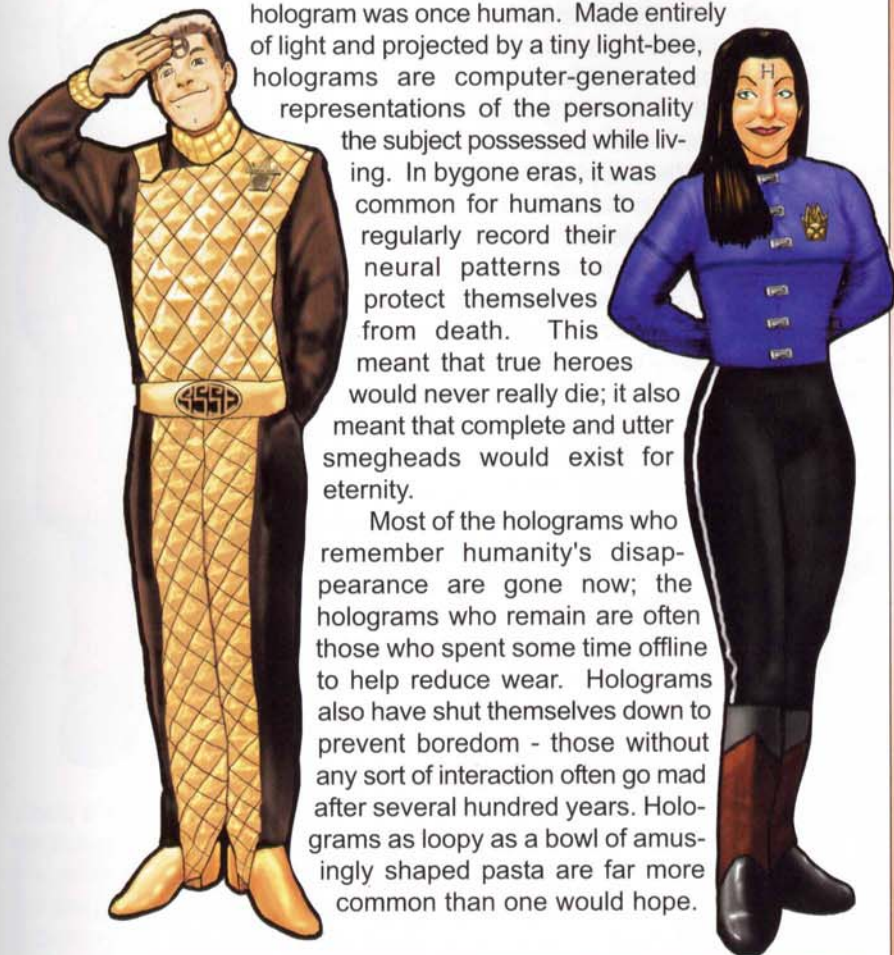
Drawback: Humans lack any liabilities, except those shared with other lifeforms, such as a tendency to go *squish* when in contact with bullets or the cold hard vacuum of space, and a propensity toward warfare.



Holograms

Holograms are perhaps the best representatives of the long-lost species of homo erectus (no giggling - stop it!), because every hologram was once human. Made entirely of light and projected by a tiny light-bee, holograms are computer-generated representations of the personality the subject possessed while living. In bygone eras, it was common for humans to regularly record their neural patterns to protect themselves from death. This meant that true heroes would never really die; it also meant that complete and utter smegheads would exist for eternity.

Most of the holograms who remember humanity's disappearance are gone now; the holograms who remain are often those who spent some time offline to help reduce wear. Holograms also have shut themselves down to prevent boredom - those without any sort of interaction often go mad after several hundred years. Holograms as loopy as a bowl of amusingly shaped pasta are far more common than one would hope.



Maximum Stats:

Agility 6

Dexterity 6

Strength 6

Perception 6

Intelligence 6

Willpower 6

Special Abilities: Holograms can only be hurt by other holograms, special weapons such as holo-whips, and damage to their light-bee. Strikes to the light-bee are made at a -4 difficulty because they are tougher to hit than the g-spot on a space weevil.

Drawback: Holograms are incorporeal. Without a Hard-Light Drive, they cannot touch anything save specially prepared equipment or other Holograms. Due to the requirement of a Light-Bee for independent movement outside its projection area, a hologram cannot walk through solid walls. However, if the light-bee can pass through or around an object, so can the hologram.

In order to exist, holograms must have a Light-Bee. Not only does it project the hologrammatic image of the person in question, it is also what enables him to interact with the floor, walls and doors. If it weren't for the Light-Bee, holograms would be walking through walls, falling through floors and generally making themselves even more of a pain in the arse than they already are.

Although the Light-Bee is the main ingredient in what makes a hologram a hologram, there are two key options one may choose from in order to participate in any adventure that takes place outside the base ship's confines:

1. Projection Cage: The hologram can venture outside the mother ship with no range restrictions, but the unit is extremely cumbersome, requiring the hologram to find a means of transporting it from place to place.

2. Remote Projection Unit: This unit must be installed in a Light-Bee if the hologram wishes to travel great distances away from the mother ship.

See page 58 in the **Hardware** section for more detailed information on these devices and other hologrammatic equipment, including Hard-Light Drives, Personality Disks, and the ever important Holo-whip.

Cats

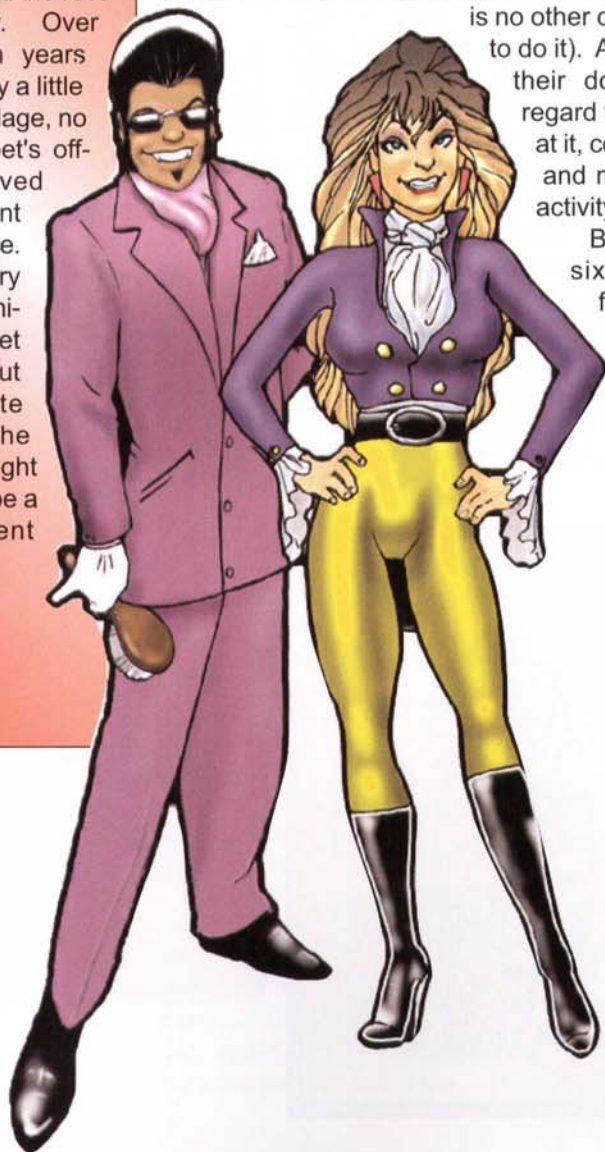
There are two kinds of felis sapiens: the devout and the secular. The devout cat believes in the teachings of Cloister the Stupid, worries not about his appearance, and follows the sacred laws, the most holy of which is: "It is a sin to be cool." Devout cats must also choose whether to follow the teachings of the Red Hat group (those that believe the paper hats for the sacred hot dog and donut diner are red) and the Blue Hat group (those that believe the paper hats for the sacred hot dog and donut diner are blue). The secular cat has cast off the trappings of religion and dogma (and paper hats), and revels in his natural cat-ness. Fashion and hairstyle are life's mysteries to be explored; mating, eating, and napping are its greatest pleasures.

Generally speaking, members of the cat race eschew an abundance of education, preferring to focus their energies on snoozing and eating, the two things everyone seems to agree upon. However, a cat will ultimately do what is necessary to preserve its own existence, like learning to pilot a ship, if there is no other choice (and no one else to do it). All cats regard work like their domestic predecessors regard their own poop: they sniff at it, cover it up with something, and move along to another activity.

Both sexes possess six nipples, and females are purported to be extremely easy to please in bed, especially if one knows how to play the piano.

Evolved Pets

When Dave Lister was put in stasis, his pregnant pet was sealed in the hold, safe from the radiation leak that killed the rest of the crew. Over three million years (and aided by a little radiation spillage, no doubt) the pet's offspring evolved into a sentient humanoid race. In the primary *Red Dwarf* universe, this pet was a cat. But in alternate timelines, the animal brought aboard can be a very different creature.



Maximum Stats:

Agility 7

Dexterity 6

Strength 5

Perception 7

Intelligence 5

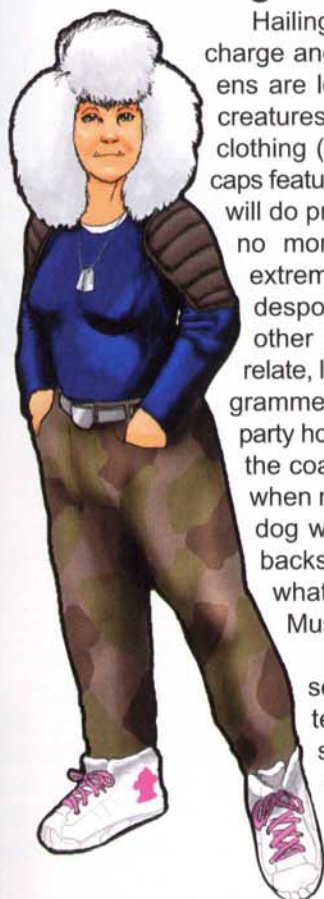
Willpower 6

Special Abilities: Awareness 1, Athletics 1. It is recommended that secular cats take at least a rating of 1 in Cool, although it is not mandatory.

Drawback: Both devout and secular cats are typically vain and self-absorbed, suffering a -2 penalty to all Empathy checks.

CHARACTER CREATION

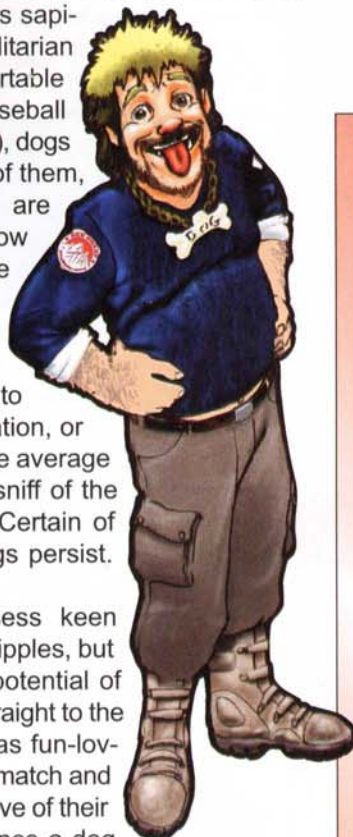
Dogs



Hailing from at least one universe where women are in charge and men get pregnant, canis sapiens are loyal, easy-going, and utilitarian creatures. Favoring loose, comfortable clothing (with a predilection for baseball caps featuring farm equipment logos), dogs will do precisely what is required of them, no more and no less. They are extremely social, and will grow despondent without at least one other character with whom to relate, like the bald computer programmer who keeps following the party hostess from the punchbowl to the coat closet. In a social situation, or when meeting someone new, the average dog will insist upon a cursory sniff of the backside, just to be certain. Certain of what, nobody knows, but dogs persist. Must have their reasons.

Like cats, dogs possess keen senses and also have six nipples, but tend to ignore the erotic potential of such endowment, going straight to the deed at hand. They are as fun-loving as Scots at a football match and can be extremely protective of their fellow crewmembers. Once a dog

has been trained in a specific task, he will rarely forget how to perform it, although he may at times forget to flush the toilet or tie his shoes.



Additional Evolved Pets

In addition to the examples of evolved pets listed here and on pages 22-24, the player and AI may choose to create other pets. As long as it can be explained within the context of the *Red Dwarf* universe (and virtually nothing is unexplainable there), all should be well. Just figure out what kinds of traits these evolved pets would have that still tie them to the animal realm, and give them 2 points toward one or two appropriate skills. Also, determine what kind of drawback such a creature would have. As always, what the AI says goes, so no whining if your humanoid panda bear doesn't end up with the Snuggly Hug of Death skill.

Maximum Stats:

Agility 5

Dexterity 6

Strength 7

Perception 7

Intelligence 5

Willpower 6

Special Abilities:

Awareness 1, Empathy 1. Dogs are social beings (in the hanging-out-with-the-boys sense, not the let's-put-on-a-tux-and-go-to-the-Queen's-reception sense), and are skilled at reading other people.

Drawback: Dogs are hardly the classiest of the evolved pets, and they suffer a -2 penalty to all Social checks as a result.



Mechanoids

Mechanoids are mechanical life forms containing a small amount of organic brain matter, created primarily as servants. Unlike simulants, mechanoids are more passive and non-violent toward humans. After several hundred thousand years, however, silicon senility has affected many of them.

Each 4000 Series and Hudzen 10 mechanoid comes with a nanobot self-repair system, which delivers the same effect as natural healing in organic lifeforms (use normal healing rules).

All mechanoids are vacuum-proof, and need no food or water for sustenance. In addition, mechanoids can pull active duty 24/7 without a single cigarette break.

On the flip side, mechanoids have a modicum of organic brain matter at their processor core, leaving them vulnerable to renegade DNA-altering maniacs. They can also run out of power and go into auto-shutdown if not recharged for two hours on a weekly basis (runtime can be increased to two weeks if the mechanoid powers down for at least 4 hours a day). The recharge socket is usually located in the um... rear of the mechanoid, and is equipped with a multi-adapter

4000 Series

Created by the saucy Professor Mamet (who looked an awful lot like that girl in *Logan's Run*), the Series 4000 mechanoid was not only designed to be the perfect domestic servant, but also her own revenge. Because fellow designer John Warburton had recently dumped her, Mamet made the 4000 "a pompous, ridiculous-looking, mother-hen-clucking, irascible buffoon" in the image of her ex. The better known Series 4000 variants, Able, Kryten, and the 4000 GTi female, all share the novelty-condom-head design and Warburton foibles, which means that excess frustration and anger will tend to back up and cause damage to the droid, most noticeably by making its head explode. Owners will want to invest in the NegaDrive option or pack away some extra spare heads.



Maximum Stats:

Agility 6

Dexterity 6

Strength 7

Perception 5

Intelligence 8

Willpower 4

Special Abilities: Culinary Arts 1,

Trivia 1. 4000 Series models are skilled chefs, and are able to drive one to insanity with their incessant prattling about obscure facts. Other skills may be programmed and improved using standard Character Points.

Drawback: Series 4000 mechanoids break down when their internal NegaDrive becomes full. A mechanoid without an external NegaDrive for neural purge runs the risk of losing his head - quite literally. The AI should notify the player when his internal Nega-Drive is full. The player may make a Cool check, remaining intact for the margin of success in hours before making another Cool check. If the Cool check fails, the character's head explodes. If the player fails to purge the internal Nega-Drive within the allotted time, he must continue making Cool checks until the drive is clean. If the AI determines that the character has lost his head, the mechanoid is effectively out of play until the head is replaced and his system rebooted.

CHARACTER CREATION

Hudzen 10 Series

Created as a replacement for the obviously flawed Series 4000, the Hudzen 10 model is all the domestic servant, tutor and bodyguard one could ever want or need. It can cook dinner with its breath, calculate pi to infinity (as long as it's not also trimming the hedges), and break cinderblocks with its... er, groinal attachment. The designers focused so completely on its prowess in the areas of service and expertise, however, that they were forced to skimp on some of the less tangible features, like using a sanity chip manufactured by a low-bid government contractor.

This unfortunate cost-cutting maneuver ensured that virtually all Hudzen units over the age of twenty-thousand developed an entertaining smorgasbord of psychoses, most notably homicidal rage, fervent adherence to mechanoid religious dogma, and breaking out in annoying pub songs at the drop of a head. Did we say 'head'? We meant 'hat'.

In addition to its new, sleek, streamlined casing and oiled nipple-nuts, the Hudzen unit comes preprogrammed with a multitude of useful options, including an encyclopedic catalog of French cheeses and the ability to field-strip an M-16.

DISCLAIMER: Stock programs may suffer damage or erasure in deep space.



Maximum Stats:

Agility 6

Dexterity 6

Strength 8

Perception 4

Intelligence 7

Willpower 5

Special Abilities: Culinary Arts 1, Self-Defense 1. Hudzen models are, like many mechanoids, skilled chefs. Many also take an optional specialization of Strength Feat: Groinal Socket.

Drawback: Hudzen models that have survived their long travels in space tend to go a bit...peculiar. As in, homicidally peculiar. At any stressful moment, the AI may require the Hudzen to make a Cool check. A failed check earns a trip to the **Space Madness Table** on page 122.

for accommodating a variety of power sources. If a mechanoid runs out of power, it will simply shut down and cease all external functions (although a small internal battery will keep its clock from resetting).

All mechanoids come with certain behavioral inhibitors. The most common is Asimov's Law, wherein the mechanoid "cannot harm or by inaction, allow harm to befall a human." A note to players wishing to take on the **Moral Restriction: Asimov's Law** receive an additional +1 to +3 Character Points, depending on how many humans are in the group (the more humans, the more the Moral Restriction is worth). All kinds of variants are possible, relative to the species that reprogrammed the mechanoid and how common it is in the play environment.

In mechanoid terms, skill ratings reflect the level of installed software and programming. It is possible to reprogram any mechanoid with the right tools and expertise (a computer terminal and Computer Ops. skill), but the process takes at least 12 hours to dump old files and another 12 to install new ones. Any skill ratings the mechanoid currently possesses can be shuffled around to new skills, but the starting cap of 4 to any individual skill applies.

Kinitawowi

The Kinitawowi are a GELF species originally developed for hard labor and service. Strong, powerful, and possessed of a limited intellect, Kinitawowi served their purpose for uncounted millennia. These days, the powerful GELFs are found in small tribal units across space, living now as they have for innumerable years, as unchanging as Dave Lister's underpants.

Kinitawowi are unpredictable creatures and should be treated with extreme caution. With tempers as short as a pigmy's wedding tackle, they are known to kill without remorse those who oppose or annoy them. Thankfully, they are also fairly outgoing and gregarious, and enjoy trading with passing strangers. But to cross them in a trade is roughly akin to basting oneself in barbecue sauce and taking a scenic walk through a New Guinea jungle.

Kinitawowi are infamous for marriages of convenience, sometimes pushing off a son or daughter for the paltry sum of a bottle of cheap rum, a novelty hat and cab fare home. Kinitawowi brides are said to have voracious appetites, both in bed and in a bucket of fried chicken.



GELFs

GELFs, or **Genetically Engineered Life Forms**, are as widely varied as new wave hairdos from the 1980s. They range from the intelligent and sapient to the savage and animalistic.

Some species of GELF are capable of interaction with other sapient species on an equal level, such as the Pleasure GELFs and the Kinitawowi.



Maximum Stats:

Agility 6
Dexterity 5
Strength 8
Perception 7
Intelligence 4
Willpower 6

Special Abilities: Bargain 1, Intimidation 1. Kinitawowi are skilled negotiators and bargainers, and their massive size and reputation aids in frightening their opponents into submission.

Drawback: Kinitawowi have very short tempers. They suffer a -2 penalty to all INT and PER-based Skill Checks when angered.

Pleasure GELFs

Created by humanity in ages past, pleasure GELFs were designed to be the perfect companion. They appear as the ultimate object of their subject's desire, sharing their interests, taste in clothing, sense of humor, and any other important traits. Unfortunately, the pleasure GELF's true appearance was of little importance to the original designers, so its natural form resembles a rancid pile of guacamole or a partially melted lime Jell-O mold. This can lead to some social difficulties when the GELF returns to its natural state.

A pleasure GELF usually prefers the company of solitary individuals. Because it has a difficult time maintaining its altered appearance in front of multiple people, it tends toward reclusive behavior, avoiding large groups. Pleasure GELF disguises, when in conversation with more than one person at a time, break down more rapidly than a Hollywood marriage.

An androgynous species, pleasure GELFs have no preference for either gender, and they feel most comfortable when pretending emotional responses on behalf of their companion. True feelings for a subject are very rare. Most pleasure GELFs are gentle and friendly, but very shy. Some more clearly show their close relationship to the Psiren GELFs by toying with the emotions of those they encounter, rather like an ex-girlfriend who sat around and got fat until after you broke up and then took off with your CDs and you saw her six months later and she was seeing some attorney named Kevin and had suddenly become a stunning sex goddess again now that she wasn't going out with YOU... er, sorry. Psych evaluation still pending.



Maximum Stats:

Agility 4

Dexterity 6

Strength 5

Perception 8

Intelligence 6

Willpower 7

Special Abilities: A pleasure GELF can turn its mind-field on and off at will. When activated, all others who view the pleasure GELF will see their perfect mate. The pleasure GELF cannot control what others see, though it will know what each target sees. Different people affected will each see the pleasure GELF as a different individual, and responses to personal questions may even be different,

depending on who hears the answer. While appearing as a perfect mate, the pleasure GELF gains +2 to its Seduction, Social, and any other Skill Checks involving appearance. The GELF will also tend to be the focus of attention when in this form.

Drawback: When the mind-field is deactivated, the pleasure GELF appears to all in its natural form: a stocky green blob with an extruding eyestalk and a few skinny pseudopods. When in this form, the pleasure GELF suffers a -3 penalty to its Seduction and Social checks, or any other roll involving appearance.





Wax Droids

Originally intended for historical re-enactment within a controlled environment, a few wax droids have managed over time to break their core programming and achieve sentient awareness. Although most famous for their Wax-world attractions, wax droids were deployed quite liberally among human settlements, utilized as teachers, fashion models, entertainers and lawyers

Maximum Stats:

Agility 6

Dexterity 6

Strength 6

Perception 7

Intelligence 7

Willpower 4

Special Abilities: The player should consult with the AI and determine the character the wax droid will be based upon.

Then select two appropriate special skills at 1 (or one skill at 2). The wax droid can also be reprogrammed and remolded to become a different character, but the process can take up to 48 hours. It also requires two successful Computer Ops. checks and a successful Craft: Sculpting check at -1 to -3, depending on the intricate nature of the character's face and difference in body types. A Mechanics check at -2 is required to alter the wax droid's endoskeleton between different body types (say, Winnie the Pooh to Long John Silver, or Winston Churchill to Little Red Riding Hood).

Drawback: Wax droids cannot tolerate temperatures in excess of 100F (38C). Their waxy skin will melt and their circuits overheat. A melted wax droid requires complete reprogramming and a hardware overhaul.

(filling the void left by the Great Attorney Purge of 2287). Consisting of a basic android osseous-like framework and covered in a soft, malleable polymer resin, wax droids are designed to look and act like a specific historical or fictional character. Once a wax droid has been programmed and its "skin" molded, it will retain the basic traits of the character it is meant to portray, no matter how self-aware it becomes.

The most popular wax droid models are based on international celebrities or historical icons, whether good, evil or indifferent. Adolf Hitler and Jean-Paul Sartre were quite in demand on the college lecture circuit, while Marilyn Monroe and Elvis Presley could be seen in every stage review from Manchester to Pluto. Although it is technically possible to portray a dinosaur wax droid from a prehistoric exhibit, scale difference and the propensity to eat one's fellow crewmembers must be accounted for.



CHARACTER CREATION

Simulants

Created for a war that never took place (everyone complained about the anticlimax for years), simulants are, for all intents and purposes, mechanoids without their behavioral inhibitors...and training in 1,001 ways to kill, skin, and eat humans with roasted potatoes and mint sauce. The term "rogue" is used to describe any simulant operating without human direction or supervision (meaning just about every simulant you'll encounter).

There are two basic types of simulants, one of which operates in social groups of its peers and has a second set of eyebrows (most likely a cosmetic affectation symbolizing their cooperation). The other kind operates solo, seeking humanoids

to destroy, trading supplies with GELFs and other rogue sims. While social simulants have each other's company (and assistance to effect repairs), the solo rogue sim must eke out its own existence, welding

bits of scrap metal over damaged systems, or maybe even stealing bits and bobs off others of their kind. If social simulants are angry, solo rogues are the equivalent of a gang of Welsh coal miners finding the pub closed on payday.

While most simulants would just as soon slow roast a human over a mesquite grill as look at one, there is a minute possibility that a viable specimen could be recovered and reprogrammed by a resourceful crew. Such a feat would entail a complete wipe of the CPU and replacement of the motherboard with that of any non-homicidal mechanoid (like the Hudzen 10, for instance - no, wait).

Although a simulant can function among a humanoid crew with Asimov's Law firmly encoded (you did remember to hit the ENTER key, right?), the tendency will still be toward surly and abusive - if not directly violent - behavior.

Maximum Stats:

Agility 6

Dexterity 6

Strength 7

Perception 5

Intelligence 7

Willpower 5

Special Abilities: Self-Defense 1, Intimidation 1. In addition, the simulant automatically passes any Resist check for fear or panic (unless its CPU is damaged and the AI mandates it).

Drawback: Though cunning and ruthless, the simulant will always choose confrontation over flight. The simulant must make a successful Cool check to avoid heading into combat (at a -1 to -3 penalty, depending upon how suicidal the situation; the more dangerous, the higher the Cool penalty). This doesn't mean the character charges headlong into the jaws of a polymorph, Braveheart-style. A simulant prefers to stalk his prey and enjoys a bit of cat and mouse. Ultimately, the simulant will opt for carnage, and no one will be able to dissuade him without force (or a really good wrestling video).



Rabbits

In the prime universe, rabbits got free on the *Oregon* and all hell broke loose. In a variant timeline, the *Oregon* never made it home, and the rabbits evolved into a mighty warrior race (vicious, those rabbits), subjugating the few humans who remained alive.

Rabbits come from a universe where *lapis sapiens* is the dominant life-form. Far from the docile, herbivorous lagomorphs their progenitors were, rabbits combined a high birthrate with the opposable thumb and ended up wiping out all competitors.

Rabbits tend toward no-nonsense efficiency, almost suggestive of a certain mid-20th century fascist regime. They enjoy quality, luxury, organization and a good salt lick. Their medical and cosmetic technology is quite advanced due to the common use of

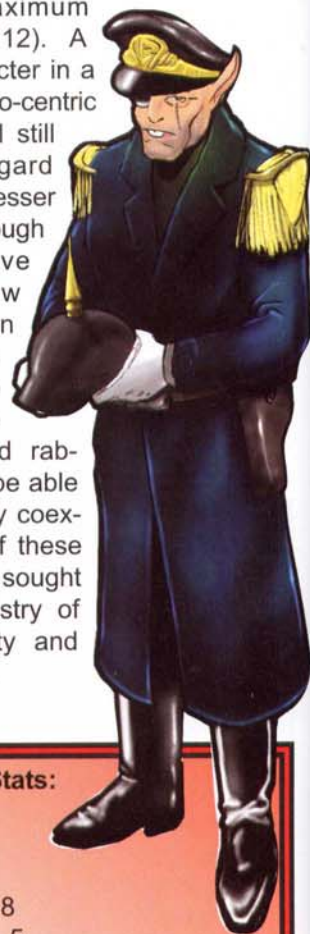
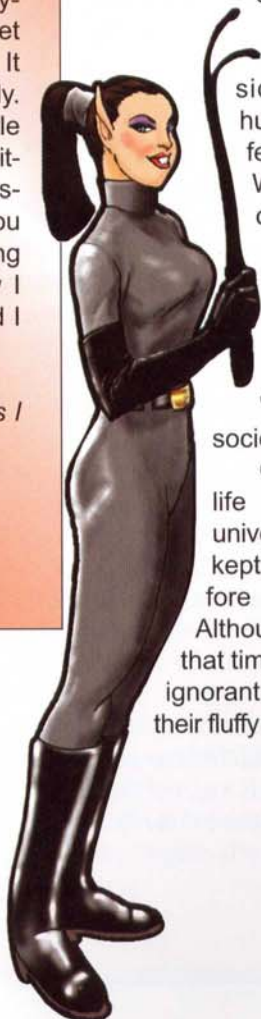
laboratory humans for test subjects (even considering the fact that humans have a very different biological makeup). What little religion they do observe revolves around the interpretation of ancient animal rights propaganda material and Bugs Bunny cartoons, the basis for their "keep humans down" societal ethic.

One of the side effects of life in the rabbit-dominant universe is that humans were kept subservient and therefore never became extinct. Although most humans from that timeline are little more than ignorant savages enslaved by their fluffy masters, it is nonetheless

a potential character option (use the human Maximum Stats, page 12). A rabbit character in a more humano-centric universe will still tend to regard humans as lesser beings, although there have been a few rabbit human rights activists who believe humans and rabbits should be able to peacefully coexist. Most of these rabbits are sought by the Ministry of Ethnic Purity and neutralized.

HOLLISTER: Don't you realise that that thing could be carrying anything? Don't you remember what happened on the *Oregon* with the rabbits? Lister, a loose animal aboard this ship could get anywhere. It could get into the air ducts. It could get into Holly. You know, a little nibble here and a little nibble there, Lister, and before you know it we're flying backwards. Now I want that cat, and I want it now.

The End, Series I



Maximum Stats:

Agility 8

Dexterity 6

Strength 4

Perception 8

Intelligence 5

Willpower 5

Special Abilities: Awareness 1, Aesthetics 1, Seduction 1. Rabbits are extraordinarily highly sexed lifeforms and experts in reproduction (although their biological processes have slowed somewhat as they have evolved more humanoid traits).

Drawback: If cats casually regard humans as "monkeys," rabbits are militant in their opinions. *Lick my boot, slave* - that sort of thing. A -3 modifier to any Empathy check is in order when dealing with humans, a -2 modifier when dealing with any other (non-human) species, and -1 when dealing with their own kind.

CHARACTER CREATION

Rats and Mice



Whether the character is the descendant of the ship's evolved rat population or of the lab mice that so revered Mister Lister (sir!), the outcome is either a *rattus sapiens* or *mus sapiens* character with certain common tendencies, and a few divergent behaviors.

Rats are sneaky, sly, and tough, preferring slicked hair and an outfit as sharp as mohel's scalpel. They tend to be obsessive about their hygiene, often preening for hours at a time. Mostly solitary but occasionally organized into small gangs, rats tend to be adept at tasks requiring fine manual dexterity, like Computer Ops., Craft, Demolitions, and other less scrupulous skills (be creative - write them in).

Mice are generally short and spry in their youth, eventually becoming more rotund as they age. More social and gregarious than their rat cousins, mice are organized into a tightly knit social hierarchy and tend to be attracted to group settings. Although they are as meticulous about grooming as the rats, mice are a great deal less fashion conscious, preferring coveralls and a sturdy toolbelt to the zoot suits of their rat relatives.

Both species are attracted to shiny objects and sweets, and aren't happy unless they have their own "nest" - some private place with comfortable bedding and plenty of hidey-holes for their stash. As a variant on the "evolved rodent" theme, players may also consider a scenario

where the smuggled pet was a hamster or gerbil. Both use the same Character Type Maximum Stats and special abilities, but are heftier than mice and more gregarious than rats. They, too, love the odd shiny bauble and a good nap, and tend toward technical vocations requiring manual dexterity.



Maximum Stats:

Agility 6

Dexterity 7

Strength 4

Perception 7

Intelligence 5

Willpower 6

Special Abilities: Awareness 1, Stealth 1. Sneaky bastards. All of 'em.

Drawback: As fanatical about grooming as most of the evolved rodents are, mirrors and other broad, reflective surfaces will freak them out, forcing the player to make a Cool check. If unsuccessful, the character will adopt a defensive posture and attempt to neutralize the doppelganger in the reflection, by force if necessary.

Rimmer: Well, you would, Lister, because you've got no ambition, no drive. You're perfectly content to be the lowest rank on this ship.

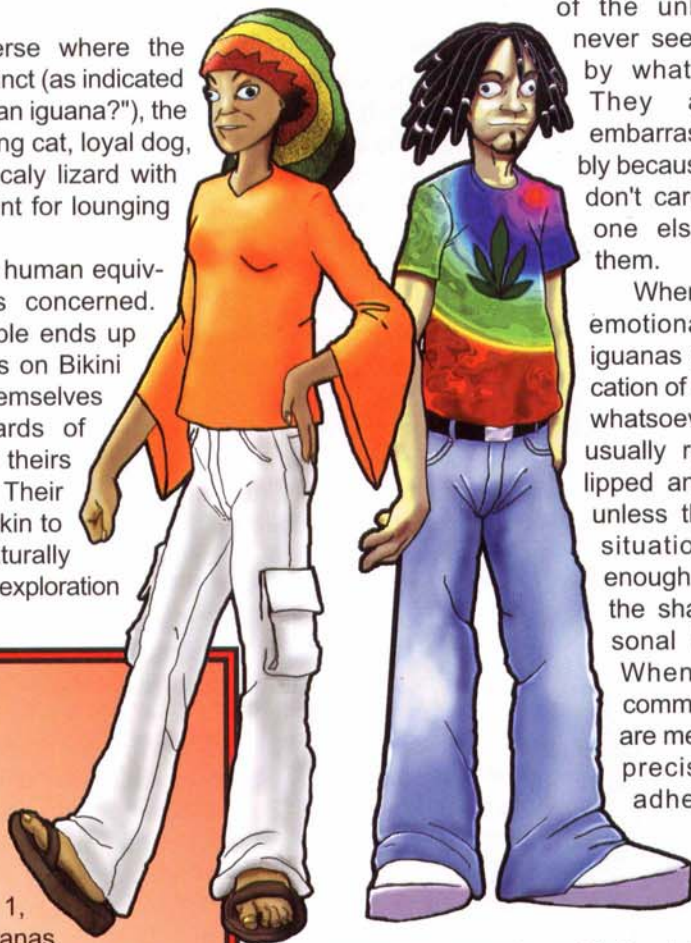
Lister: I'm not the lowest rank on this ship. What about the laboratory mice? I tell those mice to do something, they've got to jump to it. [Squeaky voice.] 'Yes, sir, Mr Lister, sir! Eee, eee, eee...'

The End, Series I

Iguanas

Originating in a universe where the domestic reptiles weren't extinct (as indicated by Lister's question, "what's an iguana?"), the smuggled pet wasn't a purring cat, loyal dog, or fluffy bunny. It was a scaly lizard with bulging eyes and a penchant for lounging on the steam pipes.

Iguanas are almost the human equivalent where slobbiness is concerned. When they eat fruit, the table ends up looking like the atomic tests on Bikini Atoll. They don't concern themselves with other beings' standards of body odor - they consider theirs quite neutral and pleasant. Their living quarters are usually akin to a third world trailer park. Naturally adept climbers, iguanas love exploration



Maximum Stats:

Agility 6

Dexterity 5

Strength 6

Perception 6

Intelligence 5

Willpower 8

Special Abilities: Cool 1,

Resist 1, Climb 1. Iguanas

are unflappable beings, able to face white holes, time slips, and horrible vindaloo beasts without batting an eye. They automatically pass all fear related Resist checks unless they roll boxcars.

Drawback: Iguanas require a warm environmental setting, having evolved from cold-blooded stock. If the ambient temperature slips below 65F (16C), iguanas will become sluggish and take -3 penalty to any Skill Check (in addition to any wound penalties). At temperatures of 55F (13C) or less, the iguana will go into shock and accrue 1 Wound Level every period of game time equal to his STR in minutes. Fortunately, enviro-suits and thermal underwear can help the heat issue, allowing the character to exist in cooler areas for his STR in hours. For obvious reasons, having an iguana on the same crew as a wax droid can be problematic.

of the unknown, but never seem surprised by what they find. They are never embarrassed, probably because they really don't care what anyone else thinks of them.

When it comes to emotional displays, iguanas give no indication of their feelings whatsoever, and will usually remain tight-lipped and enigmatic unless they feel the situation is dire enough to warrant the sharing of personal information. When they do communicate, they are methodical and precise. They adhere to an economy of words, using the minimal

amount necessary to get their point across. Yes and no questions are probably the best kind to ask of an iguana with any hope of instant reply (and it will most always be punctuated with "mon" - in a West Indies accent). Otherwise, you might find yourself standing around a few minutes while the reptile formulates his reply, tests it in his head, mouths the words silently, and then gives the opening night performance.

Some consider the Iguanas' slow manner and relaxed attitude a by-product of their penchant for wacky-weed and reggae music, but this connection has never been scientifically proven... not that anyone's bothered to try.

RIMMER: I'm dead, I'm composed entirely of light, and I'm alone in space with a man who'd lose a battle of wits with a stuffed iguana. Where's the bright side?

LISTER: What's an Iguana?

- The End, Series I

CHARACTER CREATION

Secondary Characters (optional)

If they're brave, players can play two or more characters in their campaign. Secondary characters allow players to flesh out the automated systems of their vessel. Skutters, Talkie Toasters™, animated vending machines, and other mostly useless but semi-sentient mechanical devices fill the *Red Dwarf* mining ship (and many other vessels besides). We'd recommend against playing a Talkie Toilet™, but if that's really what you want...

Secondary characters have only 15 character points to divide between their stats, and no stat may be higher than 6.



Talkie Toaster™

AGL 0

DEX 0

STR 0

PER 5

Aesthetics: Music 1
(*Lounge Singing* 3)
Social 2

INT 6

Culinary Arts 4
(*Toasting* 6)
Philosophy 4
Theoretical Physics 3

WIL 4

Personality: Fanaticism: Toast (3),
Obsession: Toast (3)

Quote: "I toast, therefore I am."

They can, however, have an attribute of 0, automatically failing related Skill Checks. In addition, they have 5 points to place in a single primary skill, and 5 points to split between any other skills (using the standard skill purchase rules). Most Talkie Toasters™, unless reprogrammed, possess 5 points in Culinary Arts, with a specialization in Toasting (6).

When choosing a secondary character, consult with the AI on a Special Ability. If the Special Ability is an existing skill, the character receives 1 additional point in it.

Derived skills, Assets, Liabilities, and Behavior Tags are all chosen as a normal character.



Bob the Skutter

AGL 2

Stealth 1

DEX 4

Firearms 2

Repair 5

STR 4

PER 3

Aesthetics: Movies 1
(*John Wayne* 3)

INT 2

Security 2

WIL 0

Personality: Tinker, Direction, Fanaticism: John Wayne (2), Speech Impediment (2), Only Has One Smeggin' Hand and Three Fingers (2)

Quote: "Beep."

A Note on Secondary Characters

Secondary characters are not meant to be a player's main PC, and are not balanced to compare with main characters. They have fairly one-dimensional personalities and narrow areas of specialization (usually accompanied by a completely unrelated oddball interest - "I may just be a vending machine, but what I really want to do is direct!"). Regardless of the disclaimer, if you really want to play a Talkie Toaster™ as your main character, you can. Go ahead. No, really! We'll be just fine! You're not really listening to a word we've said, anyway.

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Chapter Four:

SKILL PROFILE

Once you've decided what type of character you want to play (human, hologram, mechanoid, etc.), take a look at the **SKILL PROFILE** section on the character sheet. You'll notice that characters are really just a group of numbers distributed among six statistics (or stats, for short), and a host of dependent skills. Stats are the bolded entries. Skills fall under the stat most appropriate for their use within the game. Each stat has a rating from 1 to 6 (the Stat Rating), while each skill has a rating of 0 or higher (known as the Skill Rating). When combined, they help determine whether using a skill succeeds or fails.

To begin with, we're just going to worry about the stats. Each stat governs an area of raw talent or ability, attributes that every player character possesses.

Start by distributing 20 points into the six primary stats, which are as follows:

AGILITY: General physical prowess and gross motor function. It influences things like playing Zero-G Football, dancing, or kicking simulant arse. As a test pilot in the Space Corps, Ace Rimmer has a high **AGILITY**, perfect for flying experimental ships through the fabric of reality. What a guy.

DEXTERITY: Fine motor skill and hand-eye coordination. It covers things like repairing stuff and firing a gun. Dave Lister proved his superior **DEXTERITY** by crocheting multicolored hats while held in quarantine. And talk about a guitar god!

PERCEPTION: General interactive ability, from the passive (Awareness, Empathy) to the active (Con, Social). A character with a high **PERCEPTION** knows his place in the universe and in the psychological exchange between life-forms. Cat has several high **PERCEPTION**

skills, like Aesthetics (Fashion), Awareness, and Con, but his Empathy is undeniably low.

STRENGTH: Raw muscle. This stat governs things like climbing and swimming, and comes in handy when you've been hit on the head with a socket wrench. As a mechanoid, Kryten possesses superhuman **STRENGTH**, which he uses diligently to remove those terrible toilet clogs after Lister's legendary kebab feasts.

INTELLIGENCE: Gray matter. Raw brainpower (or CPU, for those non-biologicals in the group). A blend of instinctive knowledge and book learning. Hercule Platini, captain of the holoship *Enlightenment*, has **INTELLIGENCE** that is... superhuman.

The AI doesn't have to worry about things like stats or skills, by the way, because he is so fundamentally superior in every way that his values are off the scale. So there. *Nyah.*

WILLPOWER: Mental and emotional stamina. This stat helps you keep your Cool or Resist the effects of psychological tampering. It's what sets many humanoids apart from their mechanical peers. After years bunking with Rimmer, Lister has built up a significant Resist.

Keep in mind that each Character Type has its own limits, or "caps," on stat levels. See page 4 for a table of these, or check each Character Type listing starting on page 11.

Derived Stats

Once you've used up your points for the primary stats, you'll need to determine your character's derived Stats, which are listed at the bottom of the **Skill Profile** section of the character sheet. These stats are INITIATIVE, SAVE and SHRUG.

INITIATIVE is the sum of the character's PERCEPTION and AGILITY. It is a value that determines how quickly your character responds to stimulus, or how fast he springs into action. This concept is explained more fully under **Initiative and Combat Actions** (page 43) and exemplified in the **Blue Alert** section starting on page 51.

SAVE is the sum of the character's STRENGTH and WILLPOWER. It dictates how tough and resilient the character is when faced with bodily harm. SAVE is detailed under **Saves** on page 47.

SHRUG is the average of the character's STRENGTH and WILLPOWER. It indicates the character's John Wayne-like ability to ablate incoming damage. SHRUG is detailed further under **Damage**, on page 46.

Destiny

Everyone gets 1 point to place into DESTINY. DESTINY is kind of a cosmic piggybank or karmic value. You may use a point of DESTINY at any time during the course of the game to re-roll a failed Skill Check or Wound Save. It's kind of an ethereal insurance policy, a way to say, "Take that, Chaos Theory! That didn't happen!" Of course, the second roll - no matter how much better or worse than the first - must be accepted. Once used, the spent DESTINY point

Theresa has chosen to play a hologram named Monica, former navigator on her alternate Red Dwarf. She splits up her 20 character points by putting 4 each in INTELLIGENCE and PERCEPTION, and 3 in all other stats. Everything is below the Maximum Stat caps listed in the Hologram character section, so she's off to a good start...

returns at the start of the next game session.

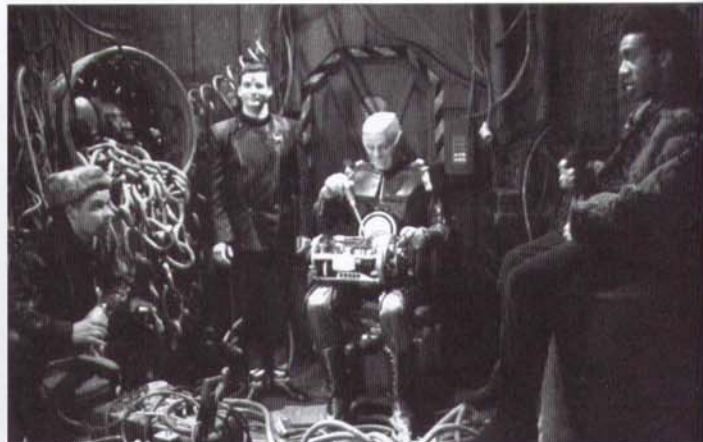
Using a DESTINY point in a fundamentally evil or uncharacteristic manner will get it taken away permanently. However, using a DESTINY point in a heroic or comically appropriate way may earn an additional DESTINY point. The AI should use discretion and refrain from handing out DESTINY like so many cocktail waiters. They should be hard to win, yet easy to lose.

Skills

Now that you've placed points in your character's primary and derived stats, it's time to decide what your character is good at. Distribute 30 points into any combination of skills, using the following guidelines:

1. Place no more than 4 points into any individual skill.
2. If the skill requires you to choose a category (such as Pilot: Transport or Pilot: Cycle) then select one that fits your character concept and allocate points to the skill as normal.

A Skill/Category combination only allows the character to perform an action using that particular grouping. For instance, if you choose the Pilot: Capital Ships combo then the character can only pilot capital ships. If you want the character to have the ability to operate another vessel or vehicle, you must allocate points to another category.



Skill Specialization

Many skills in the *Red Dwarf* RPG are general in scope (such as Awareness and Stealth), but some can be specialized further into a particular subset of a skill. Specialization is completely optional, and works like this:

1. Choose a specialization for a particular skill and write it in parentheses next to the skill listing. For instance, Culinary Arts (Indian Curry).
2. Every Skill Check falling under the specialization receives a +1 bonus to the base Target Number.
3. Every Skill Check falling under the skill but outside the specialization suffers a -1 penalty to the base Target Number.

Skill Listings

Taken verbatim from the Space Corps Vocational Center Handbook.

The Space Corps has broken key areas of merit into the following skill sets, and the subject is given a Skill Rating. The Skill Rating key is as follows:

- 1 - Loser
- 2 - Incompetent
- 3 - Needs Improvement
- 4 - Satisfactory/Professional
- 5 - Expert
- 6 - Officer Material
- 7+ - What a guy!

AGILITY Skills

Athletics: The ability to engage in vigorous physical exercise in the form of solo and team sports. *Optional specializations include Zero-G Football, Tennis, Golf, Track and Field, Polo, etc.* Athletics does not include use of AR sport games, especially if the subject is only trying to nail the underage ball girl. It also does not

Theresa averages Monica's PERCEPTION and AGILITY for a result (rounded up) of 4, which she writes in the INITIATIVE box. STRENGTH and WILLPOWER are added together for a SAVE rating of 6. Then she averages her STRENGTH and WILLPOWER for a result of 3, which she writes in the SHRUG box. She writes 1 in DESTINY. Monica is out of the starting gate and onto the first straightaway...

include the Olympic Pub Crawl.

Dance: Aptitude in funkadelic bodily gyrations, usually (but not always) set to loud music in a dark environment. *Optional specializations include Modern, Ballet, Tap, Breakdancing, James Brown, Hip-Hop, Ballroom, and Morris (although the latter could also be included under Self Defense, what with the wooden sticks and*

the kicking).

Gunnery: The operation of ship-board or tripod-mounted heavy weapons, such as laser cannons and particle accelerator guns. *Optional specializations include Heavy Machine Gun (HMG), Particle Accelerator Cannon (PAC), Laser Cannon, Garbage Cannon, etc.*

Self Defense: The standard hand-to-hand combat proficiency all Space Corps recruits are taught in basic training. Unfortunately, many forget its finer points after their first drunken leave on Titan.

Stealth: The ability to sneak, prowl, hide, and move without being noticed. Stealth is handy for Space Corps Special Forces operatives, or for third technicians trying to nick an extra pudding from the galley.

Pilot: The ability to drive or fly any number of vehicle types.

Categories include Auto, Cycle, Hover, Aero, Gyro, Transport, Starfighter, Capital Ship, and Experimental. *Optional specializations include Transport (Starbug), Transport (Blue Midget), Cycle (Space Bike), etc.*



Specialization Example

Sam wants her character, Deb Lister, to be adept at making lethal Indian curry dishes like her counterpart in the Prime Universe. She chooses the Specialization Indian Curry, writing it in next to Culinary Arts, which is currently 3. With an INTELLIGENCE of 4 and a Culinary Arts of 3, her base Target Number would be 7. If she were to possess the Culinary Arts skill alone, Deb would be able to produce everything from blood pudding, to venison pie, to Caesar salad. However, since she's chosen to specialize in Indian Curry, Deb has forgotten a lot of the old recipes. Every time she cooks an Indian curry dish, Deb's Target Number is 8, but while trying to cook anything else, the base Target Number decreases one point to 6.

Specialization is good for boosting a few key skills beyond their starting limits, but comes at a cost as other interests fall by the wayside.



DEXTERITY Skills

Active Games: Rating in any number of games and amusements that require fine motor skill and hand-eye coordination, both electronic (console) and manually operated. *Optional specializations include Pinball, Darts, Pool, Croquet, Pin-the-Pointy-Stick-on-the-Weather-Girl, etc.*

Craft: A general handicraft skill. **Categories include Graphic Arts, Sculpting, Woodworking, Ceramics, Sewing, etc.** *Optional specializations include Graphic Arts (Painting), Sewing (Leatherwork), Sculpting (Beer Cans or Shaving Cream), etc.*

Demolitions: The ability to set, detonate, and diffuse explosive devices commonly used in both mining operations and warfare. Under no circumstances should Space Corps personnel be admitted to the ship's munitions hold with a Demolitions rating of less than 4.

Firearms: Basic skill in the operation and maintenance of mining lasers and personal defensive weaponry. Includes use of Mk1 and Mk2 Bazookoids, laser pistols, automatic pistols, sub-machine guns, and most modern ranged weapons. Also includes rudimentary training in ancient weapons for use on technologically restrictive (read: deficient) worlds. *Optional specializations include Bazookoid, Laser Pistol, Auto Pistol, Auto Rifle, Submachine gun (or SMG), Crossbow, Missile Launcher, Blowgun, Hair Dryer, etc.*

Instrument: The ability to play any number of musical instruments or types. **Categories include String, Percussion, Brass, Wind, and Electronic.** *Optional specializations include String (Guitar), Wind (Saxophone), Electronic (Hammond Organ), etc.*

Repair: Space Corps technical personnel are trained in a variety of mechanical repair techniques, applying their knowledge to a multitude of drive systems, mining equipment, food dispensers, and that leaky faucet in the ship's galley. *Optional specializations include Diesel Engines, Ion Engines, Solar Engines, Electrical Systems, Food Dispensers, Armor (Hull Plating), Plumbing, Heavy Weapons, Appliances, etc.*

STRENGTH Skills

Climb: Skill in scaling walls, ropes, ladders, and other obstacles that seem useless in basic training, but almost always come into practical use while on the Mountainous Rope Ladder Planet.

Swim: The ability to propel oneself through liquid without drowning or, heaven forbid, getting a cramp. Rudimentary platform diving and synchronized aqua-ballet is included.

Endurance: The level of resistance to physical hardship such as food and water deprivation, vacuum exposure, or a really hot curry.

Strength Feat: The ability to perform amazing tricks like bending steel bars or breaking a beer mug over one's own head without flinching.

PERCEPTION Skills

Aesthetics: A discerning taste in any of a multitude of topics. **Categories include Culinary, Art, Fashion, Performance, Mechanical, etc.** *Optional specializations include Culinary (Indian Curry), Art (Sculpture), Performance (Opera), etc.*

Awareness: General knowledge of the subject's own condition and whereabouts, and the level of readiness to react to stimulus within the



general vicinity. The Space Corps prefers personnel with a high level of Awareness. But really, we'll pretty much take anybody.

Con: The ability to lie or deceive through distraction, charisma, or affecting an amusing voice. Someone with a high level of Con will automatically receive the highest scrutiny from Space Corps HQ. After all, where do you think we get our officer candidates?

Empathy: The level of one's emotional connection with one's fellow beings. A high Empathy rating indicates a natural ability to read another's mood or catch deception, and may or may not be required to become the ship's counselor.

Passive Games: Skill at games of chance, betting systems, cheating, and general tricks of the trade. Any board, card or dice game, any casino amusement is covered, as well as betting and the placing of odds. Passive Games often go hand in hand with Active Games and/or Con. *Optional specializations include Poker, Craps, Blackjack, and even casual boardgames like Risk and Scrabble.*

Seduction: Proficiency at luring a prospective partner for a sexual liaison. Basically useless without said prospective partner, but one never knows when one may be in need of such a skill. *Note: Inflatable partners do not get a Resist check vs. Seduction.*

Social: The ability to interact with one's fellows in a social environment. Officers should have a high Social skill if they hope to be successful in brown-tonguing their way up the chain of command.

INTELLIGENCE Skills

Anthropology: The general study of cultures and civilizations. *Optional specializations include Kinitawowi, 19th century American West, Felis Sapiens, or any culture, species, or society, past or present.*

Astronavigation: Skill in navigating very expensive starships at near-light or even faster-than-light speeds (depending upon the ship). Errors in astronavigation are reported infrequently, usually because the ship and its crew end up inside a planetoid or down a black hole. *Prerequisite: Mathematics 4 or greater.*

Computer Ops: Covers all computer operation from wiring a network, to hacking a rogue simulant's neural net, to playing addictive online adventure games. *Optional specializations include Hacking, Data Retrieval, Programming, Games, etc.*

Culinary Arts: The art and science of cooking. Culinary Arts covers a broad range of gastronomic delights. *Optional specializations include various ethnic styles, such as Italian, Mimosian, Chinese, Mexican, Indian (also generically referred to as Curry), Pub Food, Sweets, etc.*

History: Knowledge of the great events of humanity's past. Not to be confused with Trivia. *Optional specializations include any time period on any inhabited world from the dawn of recorded time.*

Language: One of the great things about all life being spawned from the human race is that just about everyone speaks English. There are, of course, exceptions, and many life forms have developed separate languages or speak older Earth dialects as an alternative. Most notable is the Kinitawowi GELF culture, whose spoken tongue consists of guttural grunts and throaty sounds that

resemble a cat coughing up a hairball or a footballer clearing his nose. There were also several million dedicated adherents to Esperanto, an artificial super-language that draws its vocabulary from many Indo-European root languages and has a regulated system of inflection. Among mechanoids, Binary is the language of optimal efficiency. **Choose any language as the category.**

Note: Characters are assumed to be fluent and literate in their native language, unless the AI says otherwise.

Life Sciences: This covers all the common sciences utilized in the Space Corps: Biology, Zoology, Botany, Geology, Astronomy, Chemistry, and Genetics. *Optional specializations include any of the aforementioned sciences.*

Mathematics: Denotes a proficiency in basic arithmetic, up to calculus and theoretical geometry. A level 1 rating indicates the ability to total a shopping bill, level 2 indicates the ability to calculate the tip, and level 3 indicates command of high school algebra and geometry. At level 4, one is adept at college-level calculus. At level 5, one



Space Corps Directives

Article 497: You have to work to earn credits for food.

is being smacked with an antitrust suit for writing code that eats small corporations for breakfast. At level 6 and up, one is pimp-slapping that moron Stephen Hawking.

Medicine: A proficiency in the healing sciences. A rating of 1-3 indicates basic First Aid training. A rating of 4 or higher indicates training in Field Microsurgery (a prerequisite for the Space Corps Special Service). A rating of 5 or higher indicates a medical (or equivalent) degree.

Philosophy: What most people acquire while deciding on a major in college, or after experimenting with Freaky Fungus. It's also a hypothetical pseudo-science that covers "enlightened" perspectives on existence and man's place in the universe.

Theoretical Physics: A catchall expertise that includes various astronomical phenomena, properties, and their effects on each other, on both a micro and macro level. Covers Superstring (Wormhole) Theory, General Relativity, M-Theory, Temporal Theory and Causality, Quantum Physics and other equally mind-wobbling premises. Contrary to popular belief, Theoretical Physics does not cover the Burns-McDowell Law, which states that socks disappearing from the clothes dryer re-enter the material plane as a proportionate number of hangers in one's closet.

Security: Knowledge of various conventional and electronic security systems, from old-fashioned padlocks to state-of-the-art keypads and optical scanners. *Optional specializations include Electronic, Conventional, and Archaic.* *Note: Personnel should not use the severed hand of one's alternate self to gain palm-print access to restricted areas because it's a bit gross.*

Theresa decides that Monica, as a JMC navigator, should have some decent skills related to her profession. She distributes 30 points in the following manner: Awareness 3, Astronavigation 4, Computer Ops. 3, Mathematics 3, Theoretical Physics 3. That's 16 points spent, leaving her with 14. She puts those 14 points into some other skills that, while not related to Monica's vocation, might come in handy: Athletics 2, Self Defense 2, Firearms 2, Active Games 2, Endurance 2, Cool 2, Resist 2. Theresa thinks Monica is a pool diva in her off-duty hours, so she takes a specialization in Active Games (Pool). Her Pool specialization bumps up to 3, and her Active Games skill goes down to 1. The character of Monica the hologram is beginning to take shape now...

Trivia: Obnoxiously copious knowledge of facts relating to an area of personal interest. **Categories are endless, but can include Sports, Opera, Romantic Literature, Belgian Ales, Porn Stars, Japanese Animation, Classic Cinema, 20th century Telegraph Poles...** the list goes on and on and on. *Optional specializations are even more obnoxious and narrow. For example - Trivia: Sports (London Jets)*

WILLPOWER Skills

Cool: The ability to control one's base impulses and project an air of confidence. Denotes self-control, self-assurance, and mental stability in abundance. Cool does not require color coordinated internal organs and a Latin drum

heartbeat (but it certainly couldn't hurt).

Intimidation: Inspiring fear or compliance in another through aggressive speech or demeanor. Especially effective while wearing a gingham dress and combat boots.

Resist: Mental defense against the psychological effects of drugs, sleep deprivation, psionics, fear or torture. Personnel should be rated with a high Resist before attempting potentially dangerous activities, like viewing a Doug McClure movie marathon.

Final Note on Skill Selection

If, for some reason, you don't find a skill, category, or specialization listed here that you really want your character to have, by all means consult with the AI and write it in next to "Other." After all, we can't think of everything! What do you want from us?!



Chapter Five:

PERSONALITY

While the player makes up most of a character's psychology on the spot, there are a few quantifiable aspects to the character's personality that can serve as reminders to the player: "Oh yeah, my character has an obsession with fashion. He wouldn't be caught dead wearing his disguise on the outside!" While the purpose these bits and bobs serve is mostly in the realm of fun, they also help to balance out the character in a numerical manner. There are three categories in the Personality section of the Psych Profile on the character sheet. These are Assets, Liabilities, and Behavior Tags.

Assets are benefits the character possesses. They can be purely psychological or material (which still act as a psychological benefit). Each Asset has a point cost associated with it, based on how beneficial it is to the character. Assets must be purchased with points gained from taking Liabilities or Behavior Tags.

Liabilities are aspects of the character that tend to hamper his progress in life. They can be internal factors or environmental in nature. Each Liability has a point benefit associated with it, based on how detrimental it is to the character. Taking Liabilities allows the player to buy Assets, or add points to the Skill Profile. Remember that the character's personality must be roleplayed. *Red Dwarf* characters should be flawed, but don't create a character so flawed he becomes fundamentally unplayable. If your fellow players can't stand your character, he may be facing a one-way ticket to Airlock City, population 1.

Behavior Tags are little quirks the character displays, from cracking knuckles to going a bit tetchy when things get tough. Each Behavior Tag is worth 1 point toward Assets or rounding out the Skill Profile. Again, players should use caution to make sure the character is playable.

Assets

Acute Sense (1-3): The character has an extremely heightened sense. Choose one of the following senses: Hearing (2), Smell (2), Sight (3), Touch (2), or Taste (1). The character receives a +2 bonus to the Target Number of any Awareness checks when applied to the chosen sense. You may purchase more than one Acute Sense separately.

Ambidexterity (3): The character can use either hand with equal proficiency. This comes in "handy" when the character becomes infected by a mutant virus and has to have an arm removed.

Celebrity (1-3): The general public knows the character as a local celebrity (1), like a member of the band Colostomy Explosion, or the Groovy Channel 27 Weather Girl (2), or Interdimensional Space Hero Ace Rimmer (3), or Elvis (also 3).

Charisma (2): The character oozes self-confidence and sexual magnetism. People of both genders offer to cover themselves in various foodstuffs in the hopes of a potential liaison. Add +2 to all Empathy, Seduction, and Social Target Numbers when performing a Skill Check.

Courage (3): The character knows no fear. He passes any normal Resist check for fear, terror, or meeting horrible creatures, unless boxcars

are rolled, in which case he'll most likely wet his pants, faint, or both (and in no particular order).

Direction (1): The character always has a bearing on his current direction, given the presence of magnetic planetary poles (or a really great park map). This Asset doesn't work in deep space, but will function onboard ships large enough to require a directional bearing.

Double-Jointed (1-3): The character can pop joints out of place and contort for the purposes of escape or amusement at parties. Choose the level of ability: Fingers and Hands (1), Arms and Legs (2), or Spine (3).

Dumb Luck (1-2): During the course of an adventure, the player can roll 1D6 and add it to the Target Number of any Skill Check. Of course, this does not guarantee success, but it can certainly promote success with a convincing wink. This Asset can be used either once (1 point) or twice (2 points) per game session.

Material Wealth (1-3): The character has a few dollarpounds or other valuables stashed away for a rainy day. There is no hard and fast scale of riches; everything should be proportionate within the group and the adventure. Consult with the AI for the wealth appropriate to the game's scope.

Puzzler (1): The character has a mind for puzzles, riddles, and enigmas of all sorts. He can solve a Rubik's Cube in no time flat, does the New York Times crossword with a pen, and could stump the Sphinx in a riddle contest. The character should be privy to inside information regarding intricate problem solving (AI's discretion).

Rank (1-3): The character holds some level of command rank in the Space Corps. 1 point would indicate a minor officer, while 3 points might denote the ship captain. Rank should

be appropriate to the scope of the game, and is at the AI's discretion.

Stoicism (1-3): The character possesses a toughness and resilience to physical trauma. Each point spent on Stoicism (up to 3, maximum) increases the character's SAVE stat by 1. This will help keep him conscious and upright when wounded.

Tinker (2): The character has an affinity for jury rigging, taking things apart, and putting them back together again. This Asset does not necessarily mean the character has any true technical ability, but whenever he "fixes" something, it tends to eke out a few more miles. If a character with this Asset fixes a broken piece of equipment or ship system, it will work half as well for 2D6 minutes before breaking down again. For a weapon, that means it only does half its WR at half its range, for a ship it flies half as fast with half its maneuverability, and for an object, it only works half the time.

Unusual Talent (1-3): Perhaps the character is an accomplished impressionist, or can recite all the U.S.

states in reverse alphabetical order. The more valuable the talent, the more it costs. For instance, the ability of the character to for-

Space Corps Directives

Article 1742: No member of the corps should ever report for active duty in a ginger toupee.

mulate *Starbug's* input-to-thrust ratio in his head is a fairly useful ability and therefore would cost 3 points. The ability to juggle dried llama droppings while yodeling atop a unicycle, while impressive, is nonetheless almost completely useless in the scope of an adventure, and therefore would be in the area of 1 point. Emerging from a fiery crash with an unwrinkled suit is somewhat useful, especially if you were on your way to a date with Pete Tranter's Sister, and would cost 2 points. Use common sense and consult with your AI.



Liabilities

Addiction (+1 to +3): The character can have a dependency ranging from the mild (caffeine, chocolate) to the severe (nicotine, Outrozone). The degree of addiction purchased becomes the penalty to the Target Number of any Skill Checks attempted while without the chosen substance. Withdrawal occurs at different times for different addictions, so common sense and AI discretion is essential here.

Age (special): The character is past his prime, riding the 10:25 Express to Wrinkle City. For every 10 years of actual chronological age (three million years in stasis doesn't count) beyond 30, the character must reduce any one stat by 1 point. For every point taken from a stat, the character gains 4 points to assign to skills or toward purchasing Assets.

Bad Sense (+1 to +3): The character is hampered by a deficient sense. It can range from Lister's ravaged palette (+1), to a missing eye or deafness (+2), to total blindness (+3). Choose one of the five senses: Hearing (+2), Smell (+2), Sight (+3), Touch (+2), or Taste (+1). Use common sense - a character with keen eyesight isn't going to have a sight deficiency as well (unless he's using a spare head).

Cowardice (+2): The character jumps at his own shadow, faints at the sight of blood, or flees in abject terror at the sight of a lab rat (no Fear check needed). The character will avoid combative or dangerous situations at all costs

(both to himself and his mates). The AI should be realistic here; you can't have an entire group full of cowards and run an interesting adventure - not with everyone hiding in the cargo bay until the danger passes.

Delusion (+1 to +3): The character carries a mistaken impression of his own talents and abilities, or those of his friends. Point benefit is based on the severity of the delusion. It can range from the character believing he is the very ghost of Hendrix on the electric guitar (+1), to considering himself the epitome of officer material (+2), to believing he is indestructible and godlike (+3).

Fanaticism (+1 to +3): The character harbors rabid feelings and opinions about some specific topic, and is not afraid to share them with everyone whenever possible. It can range from a harmless belief in Silicon Heaven (+1), to support of a sports team or celebrity (+2), to a fervent love of Hammond organ music (+3). The more obnoxious and intrusive the issue, the greater the points benefit.

Gimboid (+2): Not quite the same waste of DNA that would indicate a complete Smeghead, a Gimboid is nonetheless prone to make inappropriate comments, blather on about nothing in particular, and generally make a nuisance of himself. A Gimboid generally has one or two redeeming personal qualities, whereas a Smeghead is overwhelmingly devoid of them.

Gullibility (+2): The character's default behavior is to believe what he's told by the other characters, no matter how foolish such information is. He's easily tricked into believing any initial impression or visual image. The character must make a successful Empathy check to determine if he's being duped, and is at -2 to any Empathy vs. Con opposed checks when trying to avoid being fooled.

Intolerance (+1 to +3): The character will not put up with something or some type of life form, from vegetables (+1) to country and western music (+2), to any of the sentient species or intelli-

Theresa thinks that, while Monica is a pretty balanced character, she'd really like to boost some of those skills, while giving her an interesting personality to roleplay. Looking through the Assets, Liabilities and Behavior Tags, she selects the following: Direction (1), Rank (2), which puts her in the hole by 3 points. She decides Monica's palette has been ravaged by years of smoking, and takes Addiction: nicotine (+3) and Bad Sense: taste (+1). She's now 1 point in the black, and on a roll. Theresa now adds Fanaticism: 1980s New Wave music (+3), Gullibility (+2) and the Behavior Tags of Fidgeting, Pet-Peeve (litter) and Self-Conversation. This gives her a total of 9 more points, which she can put into skills or purchase some more Assets. She chooses to plug all of the points into her skills, adding Pilot: Shuttle 2, Language: Esperanto 2, and boosting Cool and Resist by 2 points each. The last point goes into Active Games, making the base rating 2 and the Pool specialization 4. Monica the hologram is now almost fully "fleshed out" (pardon the expression)...



gent machinery (+3). Lister's hatred of Talkie Toaster is a +3 Intolerance, while Rimmer's dislike of Cat is only a +2 Intolerance.

Missing Limb (+1 to +4): The character is missing a chunk of his body that makes certain things difficult to do. It can be as small as a finger (+1), a hand (+2), mid-sized as an arm (+3), or as large as a leg (+4). Loss of a finger or hand reduces all DEX based Skill Checks by -1 or -2 respectively (for skills requiring the use of two hands). Characters missing arms or legs take a -2 penalty to all AGL based Skill Checks. Please note that cybernetic replacement parts are not common and are often in poor condition. A character with cybernetic replacement parts can overcome the Skill Check penalties, but is vulnerable to anything that can short out or otherwise damage electronics. **Cybernetics** are discussed on page 76.

Moral Restriction (+1 to +3): The character has a prohibition on certain behavior. It can be as mild as "not drinking" (+1), to a more moderate "not causing harm to humans" (+2), to the extreme "will not under any circumstances wear red with apricot" (+3). If the character ever engages in the restricted behavior, he becomes flooded with self-doubt and uses the level of the Restriction as a Target Number penalty for any Skill Checks until the situation is resolved and the Restriction is back in place.

Obesity (+1 to +3): The character is overweight. Ranges from slightly pudgy (+1) to Captain Hollister (+3). The points benefit is also subtracted from the character's movement in meters, as well as any Endurance checks.

Obsession/Compulsion (+1 to +3): The character must engage in a certain behavior to function normally. The points benefit is directly proportionate to how invasive the behavior is. It can be a mild compulsion to brush after every meal (+1), an obsession with the soap opera *Androids* (+2), or a compulsion to do a surgical scrub-in every time someone passes gas in the cockpit (+3).

Phobia (+1 to +3): Almost everyone has a mild phobia, from fear of heights (acrophobia), to fear of others (xenophobia), to fear of enclosed

spaces (claustrophobia), to fear of spiders (arachnophobia). Choose one for each selection of this Liability and assign it a points benefit based on how invasive and severe the fear is.

Skinny (+1 to +3): Skin and bones. Beanpole. Scarecrow. Skeletor. These are all names the character has acquired over the years. Select the points benefit based on the severity of the character's underweight status. The points benefit is also used as a penalty to the Target Number of any SAVE checks.

Smeghead (+3): The character is just plain irritating, obnoxious, moronic, and insipid. He has all the charm and wit of a pair of sneakers after the Boston Marathon. Roleplay it to the hilt. The points benefit also becomes a penalty to the Target Number of any Social, Empathy, or Seduction Skill Checks.

Speech Impediment (+1 or +2): The character has problems communicating on one of two levels: He's either possessed of a small but noticeable slur, lisp, or strange inflection (+1), or is almost completely unintelligible (+2), due to injury, genetic defect, or schooling in Glasgow. Remember, things like Speech Impediments must be roleplayed.

Behavior Tags

All Behavior Tags have a point bonus of +1 and should be roleplayed as much as is appropriate at the gaming table.

Chirpy Optimism: No matter how dire the circumstances, a character possessed of this trait will always become a cheerleader for the team

(Let's go, guys. We can win this one, guys. It's only a minute or two exposed to the vacuum of space, guys).

Cynicism: No matter how good the circumstances, the cynical character will always be able to find the black cloud to the silver lining (That'll never work. We're doomed. We're deader than cor-duroy).

Fidgeting: The character is constantly moving some part of his body in a harmless, yet potentially distracting manner. From cracking knuckles to hand-wringing, to leg vibrating, nose-picking, bouncing on tiptoes, chin-rubbing, or tapping one's pencil as if one had any kind of rhythmic talent whatsoever.



Nervous Tic: This trait manifests itself whenever the character comes under stress (and sometimes for no apparent reason whatsoever). It is an unconscious, automatic muscle spasm in a visible part of the head or neck, like a twitchy eye, wiggly forehead vein, that sort of thing.

Pet Peeve: Something small and stupid that really gets the character's feckles up. It can be any one thing, from another character's Fidgeting, to someone else's Chirpy Optimism. More than one Pet Peeve may be taken. Just remember not to select so many that the character ends up taking his own life the first time his bunkmate starts singing boy-band pop tunes in the shower.

Ritual: The character has something that has become a daily habit, and must be done in proper order, with proper timing. Whether the Ritual consists of "always eats a sugar-puff sandwich before bed," or "always brushes teeth before putting on aftershave every morning," the character will begin to get surly if it is ever postponed or interrupted.

Self-Conversation: The character talks to himself. Whether this is out of habit or he actually believes it's the only way to be assured of intelligent conversation, the character can often be found muttering to himself as he goes about everyday tasks.

Superstition: Whether it's an old one (crossing fingers, salt over the shoulder, not walking under a ladder) or an individual mandate (lucky mood ring, lucky moon boots, double-secret bikini briefs of hot lovin'), the character will always go out of his way to adhere to the superstition. If he is unable to, the character begins to doubt his abilities and the AI can randomly make the player re-roll a successful Skill Check.

Fill in the Blanks

Once you have your Skill Profile and Psych Profile fleshed out, you'll need to fill in the last few pieces of the puzzle. Write down a few key goals for the character (space is provided in the Psych Profile), what the character would most like to be remembered for, and a tagline or slogan for which

the character is noted. At the top of the character sheet, there is space to fill in all the personal vital statistics, like name, age, height, weight, etc. If you aren't sure about any of it, check the Character Type and consult with the AI

Choose a place of birth for the character. Remember, the solar system has been heavily colonized even at the beginning of the *Red Dwarf* storyline. The character may have been born on Earth, or perhaps in an offworld colony like Luna, Mars, Ganymede, Titan, Miranda, or whatever. If the character is an evolved pet, chances are the miracle of sentience occurred millions of light years into deep space.

Next, determine whether your character has any distinguishing characteristics. Things like a tattoo, a piercing, or a ritual scar can individualize the character. Perhaps he has a slight limp or knobby knees. Maybe even long incisors or an hilariously shaped mole.

You should also develop a brief history for your character. For example, perhaps your character was born on Ganymede. When he became of age he attended GanPrep before finally signing up with the Space Corps, to build experimental spacecraft. Unfortunately, due to a fling with the admiral's wife, he got stationed on a deep space mining ship. Alternatively, maybe it was your character who smuggled the rabbit onto



the *Oregon*. Whatever you choose, be creative and have fun.

Write in the character's "race" (Character Type), and note any connections he might have with other characters.

Finally, you'll need a cheesy photo ID. You can draw your character's mugshot yourself, bribe the artist in the group to do it, or cut the picture out of a fashion magazine.

Congratulations. You now have your very own *Red Dwarf* character.

You should be proud, or at least not feel like you must hide your face in shame. Now grab those dice and play - play like the wind!

Alphabetical Skill List

Active Games	Demolitions	Philosophy
Aesthetics*	Empathy	Pilot*
Anthropology	Endurance	Repair
Astronavigation*	Firearms	Resist
Athletics	Gunnery	Security
Awareness	History	Seduction
Climb	Instrument*	Self Defense
Computer Ops.	Intimidation	Social
Con	Language*	Stealth
Cool	Life Sciences	Strength Feat
Craft*	Mathematics	Swim
Culinary Arts	Medicine	Theoretical Physics
Dance	Passive Games	Trivia*

*Requires Category or Specialization. See full description for further information

*Requires Mathematics at 4

Skills Listed by Stat

AGILITY

Athletics
Dance
Gunnery
Self Defense
Stealth
Pilot

DEXTERITY

Craft*
Demolitions
Firearms
Active Games
Instrument*
Repair

INTELLIGENCE

Anthropology
Astronavigation*
Computer Ops.
Culinary Arts
History
Language*
Life Sciences
Mathematics
Medicine
Philosophy
Theoretical Physics
Security
Trivia*

PERCEPTION

Aesthetics*
Awareness
Con
Empathy
Passive Games
Seduction
Social

STRENGTH

Climb
Swim
Endurance
Strength Feat

WILLPOWER

Cool
Intimidation
Resist

*Requires Category or Specialization. See full description for further information

*Requires Mathematics at 4

PERSONALITY

Personality Traits List

Assets

Acute Sense (1-3)
Ambidexterity (3)
Celebrity (1-3)
Charisma (2)
Courage (3)
Direction (1)
Double-Jointed (1-3)
Dumb Luck (1-2)
Material Wealth (1-3)
Puzzler (1)
Rank (1-3)
Stoicism (1-3)
Tinker (2)
Unusual Talent (1-3)

Liabilities

Addiction (+1 to +3)
Age (special)
Bad Sense (+1 to +3)
Cowardice (+2)
Delusion (+1 to +3)
Fanaticism (+1 to +3)
Gimboird (+2)
Gullibility (+2)
Intolerance (+1 to +3)
Missing Limb (+1 to +4)
Moral Restriction (+1 to +3)
Obesity (+1 to +3)
Obsession/Compulsion (+1 to +3)
Phobia (+1 to +3)
Skinny (+1 to +3)
Smeghead (+3)
Speech Impediment (+1 or +2)

Behavior Tags

Chirpy Optimism
Cynicism
Fidgeting
Nervous Tic
Pet Peeve
Ritual
Self-Conversation
Superstition

Space Corps Directives

Article 196156: Any officer caught sniffing the saddle of the exercise bicycle in the women's gym will be discharged without trial.



Character Sheet Example

Those readers following the running example of Theresa's adventures in character generation will recognize the sample sheet below as that of her character, Monica the hologram. It reflects the 20 points spread among the main stats, the starting skill point allotment of 30, plus the extra from her Liabilities and Behavior Tags, and her specialization in Active Games (Pool). This is, of course, only one of many possible character concepts.



PHOTO ID

SPACE CORPS PERSONNEL FILE

NAME Monica Jones		RANK Navigator		SERIAL NO. 3263B27 - K	
AGE 27	SEX M <input checked="" type="radio"/> F <input type="radio"/> Other	HEIGHT 1.67m	WEIGHT 62.5kg	SMOKER? Yes	
EYES Hazel	HAIR Brown	PLACE OF BIRTH Bradbury Colony, Mars			
DISTINGUISHING MARKS Double-pierced ears; banana-shaped birthmark (left inner thigh)					
BRIEF HISTORY Middle-class party girl & snigger in a New Wave cover band before breaking up with her boyfriend, Kenneth, & joining the Space Corps to get away from her bad memories of Earth. Killed in a radiation leak aboard Red Dwarf & revived as the ship's hologram.					
RACE Human (Hologram)		CONNECTIONS Companion, Ricky (Rat). Dislike Hudzen 10 Service Mech.			

OFFICE USE ONLY

PSYCH PROFILE

GOALS: GAIN A HARD-LIGHT DRIVE AND BE ABLE TO ENJOY A REAL SMOKE

ASSETS: DIRECTION (1)
RANK (2)

LIABILITIES: ADDICTION: NICOTINE (+3) BAD SENSE: TASTE (+1)
FANATISM: 1980s NEW WAVE MUSIC (+3)
GULLIBILITY (+2)

BEHAVIOR TAGS: FORGETTING, PET-PEEVE: LITTER,
SELF-CONVERSATION

I WANT TO BE REMEMBERED FOR: ENLIGHTENING THE RAFFY SAPIENS SPECIES BEYOND THEIR CURRENT EXISTENCE OF GROOMING & GANG RUMBLES.

TAGLINE: "W.A.Y."

SKILL PROFILE

RESULTS OF VOCATIONAL APTITUDE EXAM

AGILITY	3			PERCEPTION	4
Athletics	2			Aesthetics:	
Dance				Awareness	3
Gunnery				Con	
Self Defense	2			Empathy	
Stealth				Passive Games	
Pilot: SHUFFLE	2			Seduction	
Pilot:				Social	
Pilot:				Other:	
Other:					
Other:					
DEXTERITY	3			INTELLIGENCE	4
Craft:				Anthropology	
Demolitions				Astronavigation	4
Firearms	2			Computer Ops.	3
Active Games (Pool)	2 / 4			Culinary Arts	
Instrument:				History	
Repair				Language: ESPERANTO	2
Other:				Life Sciences	
Other:				Mathematics	3
Other:				Medicine	
				Philosophy	
STRENGTH	3			Theoretical Physics	3
Climb				Security	
Swim				Trivia:	
Endurance	2			Other:	
Strength Feat					
Other:					
INITIATIVE	7	SAVE	6	WILLPOWER	3
DESTINY	1	SHRUG	3	Cool	4
				Intimidation	
				Resist	4
				Other:	

NOTES FORMER LEAD SINGER OF MONICA & THE MONOPEDS

HEALTH

CURRENT MEDICAL CONDITION	✓
1. A BIT WONKY (No Wound Penalties)	
2. ROUGHED UP (-1 Wound Penalty)	
3. WORSE FOR WEAR (-2 Wound Penalty)	
4. SORRY STATE (-3 Wound Penalty)	
5. NEARLY DEAD (-4 Wound Penalty)	
6. FLESHY LUMP (-5 Wound Penalty)	
7. SMOLDERING HOLE (Wound Penalty N/A)	
PROTECTIVE OUTER WEAR	AV

GEAR NONE NEEDED. I'M A BEING OF PURE LIGHT, BABY!



RULES OF PLAY

Chapter Six:

RULES OF PLAY

Playing a character in the *Red Dwarf* universe is creative, fun, and simple. All you'll need is one copy of this rulebook, one copy of the *Red Dwarf* character sheet per player, a pencil each, and two standard six-sided dice (referred to as 2D6). It would be nice if each player and the AI had their own pair, but if you really like each other, you can share.

Skill Checks

Successful skill use is determined by making a **Skill Check**. To make a Skill Check, add the skill you want to use with the stat it falls under. This is the base **Target Number** - the number you'll need to roll equal to or under with 2D6 to successfully use the skill. That's right, in *Red Dwarf*, rolling low is a *good* thing. On most Skill Checks, a simple success is satisfactory. In combat, the margin by which you make your roll becomes important. Obviously, the lower you roll, the higher your margin of success.

Skill Check

Skill + Stat = Target Number
Roll UNDER Target Number on 2D6
to determine success

Modifiers

Modifiers may be added by the AI, altering the required Target Number. For instance, hitting a fast moving target may require a -1 modifier. Pro-

gramming a VCR with a Japanese instruction manual might have a -2 modifier. Tying your shoelaces with the help of clearly written instructions and detailed line drawings might warrant a +1 modifier. Even if a Target Number rises above 12, it is still possible to fail miserably. Subsequently, even if it falls below 2, it is still possible to succeed. AIs can consult the box-out on page 127 for more information.

Critical Success/Failure

If the result of a Skill Check is *snake eyes* (a natural 2), the character has had a **Critical Success**. Roll 1D6 and **add the result to the margin of success**. This can really make a difference, especially in combat. If the result of a Skill Check is *boxcars* (a natural 12), the character has had a **Critical Failure** - not only did the character fail, he failed spectacularly, tripping over bootlaces or shooting a hole in his foot, etc. AIs should use discretion here. Dropping a weapon or falling down and losing one's next action is usually warranted; severing one's own head or plunging a grenade down one's own pants is usually not.

Unskilled Checks

If a character has a Skill Rating of zero (the unsophisticated twit), he may still attempt to use the skill in question. The Target Number is simply the appropriate stat rating, plus the skill rating of 0. In this case, the character is relying on raw talent. If the stat is 2 or less, only a Critical Success will supply a margin.

Active and Passive Skill Checks

An **Active Skill Check** is anything the character does that takes time, concentration, or utilizes a physical skill. A **Passive Skill Check** is anything the AI mandates as a reaction to the character's environment, like Awareness, Endurance, Resist, etc.

Preparing

Players may choose to take time to prepare for a Skill Check. The unit of time spent should be appropriate to the task and is up to the AI. Combat oriented Skill Checks take extra combat rounds to prepare (see **Initiative and Combat Actions**), while non-combat Skill Checks might require minutes or even hours for preparation. For each unit of time the character prepares the action, he receives +1 bonus to the Target Number, **up to a maximum of +3**. If the character is interrupted by taking damage or engages in any other active skill, the preparation bonus is negated.

Fear Checks

When the going gets tough, the tough hide under the table. Truly words to live by. But before your character goes seven shades of coward and dashes off to make a latrine in his own shorts, you'll need to have him make a Fear Check. When instructed

Monica the hologram is investigating a temporal anomaly on Cargo Deck 3, backed up by her rat compatriot, Ricky. They skulk quietly down the corridor, looking for anything amiss. The AI says Theresa needs to roll Monica's Awareness. Theresa checks Monica's character sheet and notes that her Awareness is 3. Adding her Awareness rating to her PERCEPTION stat, which is 4, she gets a Target Number of 7. She rolls 2D6 and gets a result of 7 exactly. The AI informs her that she hears a clanking noise coming from the stairway at the end of the corridor...

by the AI, make a Resist roll as you would any Skill Check. Your normal Target Number may have a penalty associated with it, depending upon the nature and severity of the horror in question (listed under **Fear Factor** in the individual creature descriptions). If the check is successful, the character fights on, completely unfazed by the scary thing. If not, the character is now *frightened*. This means that he will begin looking for an expedient means of escape from the situation and is on to part two of the Fear Check: make a Cool roll as you would any normal Skill Check, with the same penalty applied to the previous Resist check. If the check is successful, the character beats a hasty but controlled retreat. If not, the player must roll 1D6 on the **Fear Factor Table** (page 44)

A critical success on either half of the Fear Check earns a character point toward the skill in question (for improvement later on). A critical failure means the character will

scream like a B-movie actress and earn a trip to the **Space Madness Table** (page 122).

Space Corps Directives

Article 5796: No officer above the rank of mess sergeant is permitted to go into combat with pierced nipples.

"Now listen up, miladdo, because this is only coming once. The rules of *Red Dwarf - The Roleplaying Game* must be used as presented! No additions, subtractions or substitutions, understand? Yes, I'm looking at you, Mister-House-Rules-R-Us! Do you think I'm kidding?? Do you think this is a game?? Well... yes. Yes, it is. But what you have evidently forgotten is that every game must have rules, and rules should be followed to the letter. I hope I've made myself clear, yes? Splendid. Now let's hear no more harping about improvisation and get on with it, shall we?"

RULES OF PLAY

Monica the hologram is running away from a genetically engineered horror shambling after her through the corridor. Theresa states that at the next intersection, Monica will attempt to shut the bulkhead door to slow the creature down. The AI says that the door can close if Monica makes a successful Computer Ops. check. Theresa finds her Target Number (Computer Ops. 3 + INTELLIGENCE 4 = 7). She rolls 2D6 and gets a result of 5. The door slams shut. Theresa says that Monica's next action will be to try to lock the door. The AI calls for a successful Security check. Monica's skillset unfortunately doesn't include a rating in Security, so the skill defaults to the stat (INTELLIGENCE 4). Her Target Number is 4. Theresa rolls 2D6 and gets a result of 8. No luck, no lock. The AI notifies Theresa that Monica should probably move along, as the creature will likely be chewing through the door in a couple of rounds...

Initiative and Combat Actions

In *Red Dwarf*, time is kicked around like a used soup tin in a game of Soup-Tin-Kickabout. **Each combat round constitutes roughly 3 seconds of "in-game time."** When the AI calls for **Combat Rounds**, each player makes an INITIATIVE check. Roll 2D6 vs. the number in the box labeled INITIATIVE. The player with the greatest success margin acts first and may perform one action, then the player with the next greatest, and so on.

Every player gets one action per round. Multiple actions are possible by including the following restrictions:

- The player must declare the total

number of intended actions on his own turn during the first pass through the play order.

- For each subsequent action beyond the first, the player applies a -3 penalty to each Target Number. **This penalty is cumulative**, so a second action would be -3, a third would be -6, etc. This penalty is in addition to any Target Number modifiers due to environment or Wound Status (see page 46, **Wound Status**).

Once all players have resolved their first actions for the round, players who declared further actions may then resolve them, continuing down the line once more. Play continues in this manner until all actions for the round have been resolved. An action consists of one of the following:

- Making an Active Skill Check.
- Making an attack or dodging.
- Falling prone or rising from a prone position.
- Moving the character's AGILITY in meters.
- Drawing and readying, or reloading, a weapon.
- Waxing one's leg hair, lighting a cigarette, or guzzling down a pint of lager. Guzzling down a pint of bitter takes two actions, and stout takes three and a half (and may require a defibrillator).

Players who critically fail their INITIATIVE perform their actions last in the round, and may need a change of underwear. Players who roll a critical success perform their actions first in the round (regardless of margin). If more than one player critically succeeds on INITIATIVE, their super-cool characters should go in order of highest margin of success to lowest, although their actions are considered simultaneous. If more than one

Performing a Passive Skill Check (i.e. Awareness and similar receptive skills) and parrying a melee attack are considered reactive, and do not cost an action.



"Aww, can it, smeghead. *Red Dwarf - The Roleplaying Game* is just a game like any other, and like all good role-playing games, its rules are as flexible as a Chinese gymnast. One of the most important things any AI can do is keep an eye on its own crew, make sure the system is working the way it should. If something isn't functioning for the crew, the AI should feel free to fudge the rules, make something up off the cuff, and never be afraid to say, "because I said so". Rules are there to help the story along, not the other way round. If you come up with a house rule that works for your group, don't hesitate - use the bloody thing already!"

player critically fails INITIATIVE, they are all pathetic losers and should be chided to no end. Oh, and they can "dice off" (roll 1D6, highest roll wins) to see in what order they go last.

A player may always decline to take a declared action. Once an action is taken, however, its effects are binding unless DESTINY is invoked (see page 28, **Destiny**). Or the AI suddenly reverses time to correct the horrendous player mistake, which might have wiped out all life in the universe.

Opposed Rolls/Melee Combat

When characters engage in combat, the attacker rolls an appropriate combat-related Skill Check (AGILITY + Self Defense, DEXTERITY + Firearms, etc). **Be sure to add the weapon accu-**

racy (WA) of the weapon to the Target Number. The defending character then may make a defending Skill Check (AGILITY + Athletics, AGILITY + Self Defense) to avoid taking damage from a melee or ranged attack. **The WA of a non-firearm is also added to the Target Number when parrying.** The character with the greatest margin of success is the winner, and has either landed the hit or avoided getting hit. If the defender's margin is greater, the attack is completely negated, parried, or avoided, and no damage is done. **Ties go to the defender.** See **Damage**, page 46, to determine any damage done.

For game purposes, parrying is considered a Passive Skill Check (since it is reactive), and therefore does not cost an action. **Ranged attacks can not be parried.** A character can attempt to parry any number of attacks from visible opponents without penalty. However, there's always the danger of that bloke hitting you from behind with a shovel, and you can't parry (or dodge) what you can't see.

Fear Factor Table

D6 Result

1	The character freezes in place and can take no actions of any kind for 1D3 rounds. The character is completely vulnerable to whatever horror the AI has unleashed. The character may be moved, but cannot take any actions of his own.
2	The character drops whatever he is holding (weapons included), and attempts to flee. The character cannot perform any other actions until safely away from the scene.
3	The character runs off in a random direction, potentially into an object, structure or the source of horror itself. The character can only run, and may not perform any other actions until safely away from the scene.
4	The character loses control of his bodily functions and is -3 to any subsequent Cool checks until a change of trousers is arranged.
5	The character falls unconscious for 1D3 rounds. The character can be moved, but cannot take any actions.
6	The character suffers a complete personality meltdown and goes stark raving spare, discharging any weapons in random directions and running about in no particular direction. The character will have to be subdued in order to be removed from the scene.



Ranged Attacks

Shooting a firearm, heavy gun, or other missile weapon is treated like any other Skill Check, with possible modifiers for distance, size, and movement of the target. Although dodging a bullet is unlikely, diving aside still lowers the likelihood of being hit, and thus opposed rolls are called for (Self Defense or Athletics can both be used for dodging - heck, if you can convince the AI it's appropriate, you could even use Dance). Area effect weapons (explosives and the like) may not be dodged as a general rule, although if we follow cinematic precedent, hitting the deck will cut the WR of the weapon in half (round up). If the ranged attack is successful, see **Damage**, page

RULES OF PLAY

46. Ranged weapons do not receive the STRENGTH bonus that melee weapons do, nor do they usually need it.

Calling Shots

Unless otherwise declared, any successful attack will hit the torso (undoubtedly the largest target on the body, some more than others - I'm lookin' at you, Captain Hollister!). There are occasions, however, when you may want to aim for a much smaller target, like your opponent's weapon hand, or his love spuds. The general range of modifiers for a called shot is as follows:

- 1 for the arms or legs
- 2 for the head, hands, weapon, or joy department

Targeting Modifiers

It's relatively easy to shoot a stationary target a few meters away, unless you're a complete buffoon. Fortunately, you don't have to look a complete buffoon when there are all sorts of variables (and they are cumulative) upon which to blame your constant missing. For instance:

- 1 if the target is moving
- 1 if the target is moving quickly
- 1 if the target is really hauling ass
- 1 if the target is taunting you while doing any of the above.

- 2 if the target is behind cover

Note that if the target is an actual character and not just some hulking vinaloo beast, it may be best to try to avoid the incoming fire by dodging, explained in the next section.

Dodging

A character may try to evade a specific incoming attack by diving aside, doing the Macarena, and otherwise making himself a harder target to hit. See **Ranged Attacks** for details. Dodging counts as an action, but doesn't need to be declared ahead of time. If a character decides to dodge, any subsequent actions or Skill Checks during the round are at the cumulative -3 penalty.

A **Full Dodge** is when the character attempts to avoid the entire platoon of GELF mercenaries shooting at him down the corridor. The player accomplishes the maneuver by making a single dodge roll (Self Defense or Athletics Skill Check), and using the margin of success as the penalty for all enemy fire to hit the character that round. **A character performing a Full Dodge may not perform any other Skill Checks during that round (including parries) and cannot declare additional actions.**

Surprise

If a character succeeds in surprising another (opposed rolls: Stealth vs. Awareness), the sneaking party gets one free combat action before combat rounds officially begin. The surprised party gets no dodge, parry, or other defensive action, but may perform actions as normal once combat rounds begin.

Running Fire

A character performing a basic combat move (AGILITY in meters) may attempt running fire, snapping off a single ranged attack. The penalty for running fire is -1 to the combat skill's Target Number in addition to any penalties for called shots or automatic fire.

Auto Fire

Some weapons allow automatic fire. This is usually in the form of either a three-round burst or full auto (where the goal is to hose down an area with a hail of hot death). A three-round burst applies a -1 penalty to the combat skill's Target Number, hits a single location, and does three separate applications of damage. A character may fire full auto at -3 to hit, emptying up to 50% of the weapon's magazine. If the shot is successful, roll 1D6 for every 10 rounds fired. The result is the number of hits to be distributed among targets as the shooter wishes. Each hit does the same damage





Damage

If the attacker is successful, subtract the defender's margin from the attacker's and multiply the result by the weapon rating (**WR**) of the weapon being used. No need to roll randomly; the damage is a direct result of the precision of the hit and the weapon being used. If the weapon has a damage bonus (**DB**) listed, add that to the damage result. If the weapon is a melee (non-ranged) weapon, add the attacker's **STRENGTH** to any damage. If the defender is wearing any protective clothing, subtract the armor value (**AV**) from the damage result. Finally, apply the remaining damage to the character's **SHRUG**.

If the damage result is less than or equal to **SHRUG**, the character takes no wounds.

If the damage result is more than **SHRUG**, the character suffers 1 wound, and should mark the appropriate box in the Current Medical Condition area of the character sheet. If the damage result is more than twice **SHRUG**, the character suffers 2 wounds, and so forth. See **Wound Status** for more information.

Wound Status

Each level of damage taken is represented on the Current Medical Condition chart (on the character sheet), a gradually worsening representation of the character's physical state. If the character has taken 1 wound, he is at condition 1, or **A Bit Wonky**. If the character takes 2 wounds, he is at condition 2, or **Roughed Up**. This Wound Status is cumulative, i.e. if the character is currently **A Bit Wonky** and takes another 2 wounds he's now at condition 3, or **Worse For Wear**.

Medical Conditions are as follows:

1. A Bit Wonky: The character feels euphoric, stoned, and slightly "pished";

however, there are no Wound Penalties at this level (evidenced by Dave Lister sinking a planetary pool shot into a white hole after consuming three pints of Wicked Strength Lager).

2. Roughed Up: The character has some mild cuts, abrasions, and bruises. His head is swimming and he may be missing some cash. At this level, the character has a -1 Wound Penalty.

3. Worse for Wear: The character has broken bones, bleeding wounds, may be in shock, and almost certainly has severe bed-head. At this level, the character has a -2 Wound Penalty.

4. Sorry State: Things are not going quite swimmingly. The character has internal bleeding, shattered bones, and his underpants are definitely riding up. At this point, the character is likely unconscious, or at least demonstrating the intellectual agility of a basset hound on Quaaludes. The character has a -3 Wound Penalty.

5. Nearly Dead: Oh, come now, it's not all bad.

Sure, the character is comatose, has ruptured organs (and more than likely, a mild "gassy" feeling), but at least now he'll be able to catch up on all that missing sleep. At this level, the character has a -4 Wound Penalty.

6. Fleishy Lump: Well, okay,

this one is admittedly less than pleasant. The character is clinically dead, and for all intents and purposes has one foot in the Tunnel of Light. At this level, the character has a -5 Wound Penalty.

7. Smoldering Hole: This is the last platform at the station. The character is dead. Not just a little dead, but a lot dead. He's beyond all hope, no chance of recovery, *everybody-is-dead-Dave*. Possible slight headache. If the character gets to this point, there are no Target Number penalties, because there is no character left to perform any action. So, raise a toast to the dead and carry on.

KRYTEN: All in all today's been a bit of a bummer, hasn't it, sir?
- *Inquisitor, Series V*



RULES OF PLAY

Saves

When a character has been wounded, the player must make a **Wound Save**. This is done by rolling 2D6 vs. the number indicated in the box labeled SAVE. As long as the player's roll is successful, the character remains upright and kicking. If the SAVE is unsuccessful, the character falls unconscious from wound shock (or the realization that he's bleeding an unfashionable color). He may continue to attempt making a SAVE roll as normal during his turn in the combat round, but the character simply cannot make any other Skill Checks or take any combat actions. When the player has rolled a successful SAVE, he revives and may act as normal (minus any wound penalties) in the next full combat round.



the appropriate Wound Penalties. To be clear: the character is not actually wounded. He's been thumped on the head and, if the SAVE fails, will be dozing for 1D6 hours. When awakened, the character will function as A Bit Wonky for the amount of time spent unconscious.

Stabilizing a Wounded Character

Any player may attempt to stabilize a wounded character by performing a Medicine check, modifying the skill's Target Number by the Wound Penalty for the appropriate wound level. In this case, the Wound Penalty is

treated as a difficulty modifier and subtracted from the aiding character's Medicine skill.

If the Medicine check is successful, the character is stabilized and will not worsen unless he is wounded again. If the Medicine check is unsuccessful, the character remains just as wounded as before. If the Medicine check is a critical success, the character is not only stabilized, but improves by one level. If the Medicine check is a critical failure, the character automatically downgrades one level (and is not stabilized). Once a character has been stabilized, subsequent successful Medicine checks will upgrade the character's condition by one level each (but only at a maximum rate of one level per day).

If a character takes cumulative damage that puts him in a Sorry State, his condition will degrade by one level for every 5 minutes of game time due to blood loss and internal trauma, unless stabilized. Anyone for barbecue?

Wound Penalties

When a character has been wounded, he will suffer a Wound Penalty (the negative number in parentheses next to the wound level). This negative modifier is applied to any Skill Check as long as the character remains in his wounded state. This includes SAVE checks and INITIATIVE, as well as any physical or mental Skill Checks. Although a character may have a Target Number less than 2, the player may always attempt to roll a critical success.

Non-Lethal Damage (Stun)

There are many times when attempting to knock out a character is preferable to blowing it to smithereens, usually when your bunkmate becomes possessed by the psyche of a rabid psychopath and begins using the drive room as a shooting gallery.

To knock a character unconscious, the player must declare his intent to do so, and must be either unarmed or carrying a blunt instrument (pistol butt, cricket bat, lawn gnome, etc). The attack is made as normal, but instead of marking off wounds, the defender must make a SAVE to keep from getting knocked out. Damage is figured normally (see **Damage**, page 46), but the character simply makes a SAVE instead of taking wounds, minus



Healing

A stabilized character will heal one wound level per week in addition to any outside medical attention. While not entirely realistic, it gets the character's lazy arse out of the medibay and back to work with a minimum of hat-knitting and in-flight magazine reading.

Death

When a character has been reduced to a Smoldering Hole, it's time to say a few words and raise a toast to the smeghead's passing. Death is fairly rare in *Red Dwarf*, but when it happens, it usually does so in a big way. Even so, death is not the handicap that it used to be, as we've witnessed on plenty of occasions. A character can easily return as the opposite gender version, an alternate universe version, or even a hologram (if the ship can sustain one). Be creative, and have fun with it. Alternatively, if you were sick of the character anyway, just make a new one. If you break down in tears after a character dies, your fellow players have our permission to tease you mercilessly for being such a whiny git.

Character Improvement

Each game session in which a player participates will earn his character some sort of experience, which the AI will award at the end. A good rule of thumb for a single session is roughly 10 Character Points. Gaining a Liability or a Behavior Tag also adds the appropriate number of points to the pool. After the AI has awarded the base points, he may decide to award additional points to characters he feels overcame an obstacle, solved a problem, or achieved part of the char-

At the end of the session, the AI gives each player 10 points, plus an additional 2 points to Theresa for roleplaying her character so well and figuring out that the horrible creature was really made of aerosol cheese and would melt in the ship's microwave. Theresa now has 12 points with which to improve her character. She spends 10 points to purchase the Security skill at a rating of 1, spends another point increasing Security to 2, and saves the remaining point for distribution after the next game session.

acter's personal goals. An additional 1 to 3 points are considered a good range, depending on the circumstances for which these points are being awarded. More on experience and the awarding of character points can be found in the **AI Section** (page 128).

The player may use the awarded points to buy Assets, purchase new skills, improve existing skills, or even boost stats.

Assets are purchased at 10 times the point cost listed.

New skills (those not taken during character creation) may be learned at a cost of 10 points

for a skill rating of 1.

Skills may be improved using the following rules:

The player must spend an amount of character points equal to the current skill rating times itself to raise an existing skill one level (i.e. raising a skill from 2 to 3 costs 4 points, from 6 to 7 costs 36 points, etc). At higher skill levels, it takes much longer to improve.

Points may be saved over multiple sessions or spent between games as the player sees fit. In addition, the AI may want to mandate that only skills that the character actively used or made a point of studying within the session may be improved.

Improving skills or learning new skills under the instruction of a teacher costs half the normal points. A teacher must already possess the skill and can only help the student improve as far as the teacher's own skill level.

Raising stats is also allowed in the game, but at a much higher cost—the current rating times 20 (i.e. raising a stat from 4 to 5 would cost $4 \times 20 = 80$ points). In addition, stats may not be raised more than 2 points beyond their starting value, and cannot exceed the stat cap. Although the raising of non-physical stats is questionable in our modern world (one may lift weights 'til the cows come home, but one's IQ is basically static for life), characters in *Red Dwarf* can improve them through artificial means. It makes no difference to us how the player justifies raising a non-physical stat. Just make sure the AI buys it or you just might stay stupid.



RULES OF PLAY

Ship and Vehicle Combat

When characters engage in vehicle-based combat, things get loud, fast and very scary, much like a concert by Colostomy Explosion.

Each vehicle is rated for Speed (SPD), Maneuverability (MAN), Shields (SHL), Hull (HUL) and weapon data (WA/WR/DB) by type. When piloting a vehicle or starship, add the SPD and MAN ratings to the character's applicable Pilot skill. When using an automated vehicle mounted weapon, add the WA to the character's Computer Ops. skill. When using manually-fired turret or platform mounted vehicle's weapons, add the WA to the character's Heavy Weapon skill. Shields operate on an ablative energy dissipation system and are good for the SHL rating in hits. The ship's HUL rating acts as the vehicular equivalent of SHRUG.

For ship and vehicle combat players roll INITIATIVE as normal. A character may perform one of the following for each combat action he has declared: Close with or pull away from an enemy craft; take evasive action; fire one of the vehicle's automated weapons. If the craft has multiple manual or turret weapons, other characters may be needed to man them.

Close or Pull Away

The pilot must make a SPD roll to determine whether it closes with or pulls away from the opponent ship. Add the SPD rating to the character's Pilot skill Target Number and make a

Pilot Skill Check. The ship closes or draws away up to the margin of success in *grids*. Depending on the scale of ship or vehicle combat, a grid may be as small as 10 meters or as large as 1 kilometer. Decide on the appropriate scale ahead of time, using the following guidelines: Small craft (cars, cycles, riding animals) - 10m; Medium craft (atmospheric/starfighters, shuttles) - 20m; Large craft (battleships, cruisers) - 50m; Bloody huge craft (capital ships, mobile space stations, certain JMC deep space mining ships) - 1km.

Evasive Action

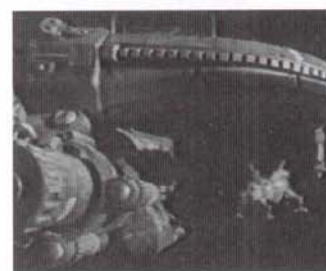
A ship may take evasive action to avoid being hit, in much the same way a full dodge works in melee combat, or the way a cocktail waitress maneuvers through a sports bar during Big Sweaty Footballer Night. The pilot adds the MAN rating of the craft to his Pilot skill Target Number, and the margin of success becomes a penalty to the opposed roll for any incoming attack that combat round. If the pilot makes an evasive action, he may not fire any computer-controlled weaponry that round, relying instead on any turret gunners or crewmembers mooning the enemy ship out the aft observation deck.

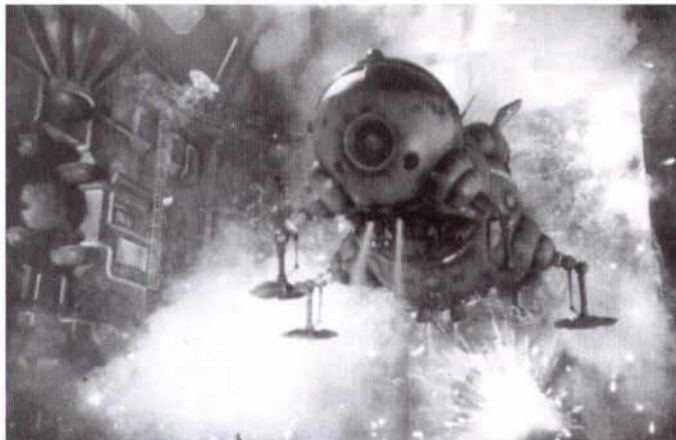
Weapons

A piloting character may use an action to fire automated weapons that are tied into the vehicle's main control systems (but not if he took evasive action). The ship must be within weapon range of the target. Add the **Weapon Accuracy (WA)** to the character's Computer Ops. skill Target Number. Any additional non-linked weapons on a vehicle or ship must be manned by additional personnel and use the Heavy Weapons skill. Weapon Accuracy bonuses still apply to the gunner's skill.

Space Corps Directives

Article 1743: No registered vessel should attempt to traverse an asteroid belt without defectors.





Shields

When a ship is hit, any ablative shields will automatically dissipate the energy from the incoming attack. Not all vehicles or ships are equipped with shields, as ablative generators are heavy and suck power like a presidential intern. When a shield takes a hit, subtract 1 from the SHL rating. When the SHL rating drops to zero, the shield generator has overloaded and shut down. Any subsequent hit to the vehicle will go directly to the hull. Shields may be regenerated by cutting weapon power and transferring energy from the engine. For each combat round spent charging the shields, the shields regain a SHL rating of 1. While shields are recharging, the vehicle's SPD rating drops by 1 and no weapons will be functional. The vehicle's MAN rating remains the same, however.

Collision & Ramming

If one vehicle collides with another, both ships take damage. Use the vehicles' HUL as the WR. For the multiplier, use each ship's current speed in grids for the amount of damage done to the other ship.

Vehicle Damage

Just as in personal combat, figure vehicle damage by subtracting the defending ship's margin of success (for evasive action, if any) from the attacking ship's margin of success (for any successful weapon shots), and multiply by the weapon rating (WR) of the weapon used. Apply the result to the defending ship's HUL rating.

If the damage result is less than or equal to the ship's HUL, no damage is taken. If the damage result is more than HUL, 1 damage level is taken. If the damage result is more than twice HUL, 2 damage levels are taken, etc. Damage

Penalties are applied to the ship's SPD and MAN ratings, as well as to the WA rating of any computer controlled weapons.

Damage levels are as follows:

1. Wobbly Wobbly: The ship is bounced about like a pair of silicone implants. The camera tilts and anyone on board does the *Star Trek* lean. No Damage Penalty.

2. Lightly Damaged: The co-pilot seat ceases to go up and down, blue alert bulb most likely burned out. -1 Damage

Penalty.

3. Moderately Damaged: Several small fires break out in the cockpit, and all headsets get jammed on the Country & Western music channel. The ship is now venting plasma and the engines are starting to whine. -2 Damage Penalty.

4. Severely Damaged: Fires ignite throughout the vehicle. Life support switches to emergency standby, and the damage report machine no longer functions. The ship creaks and pitches as the engine begins to overheat. -3 Damage Penalty.

5. Engine Shutdown: All systems switch to emergency power as the engine shuts down automatically to avoid becoming a climactic special effect. Hard Light Holograms tied to the ship's power will automatically shut down, and Soft Light Holograms shift to battery (2 hours operational runtime). -4 Damage Penalty.

6. Drifting Hulk: Party's over, boys. The engine is completely kaputski. There's no light, no heat, and no way to get a pudding cup from the vending machines. Shields (if any), SPD and MAN drop to zero. Time to grab your ankles and whistle a happy tune. -5 Damage Penalty (to anything left).

7. Vapor Cloud: The ship explodes in a brilliant pyrotechnic display. Characters who are in vacsuits and/or escape pods are blasted out into space. Everyone else is converted into millions of subatomic particles and returned to the cosmos. Time for a new campaign or a very severe plot device concerning time travel, alternate dimensions or a really good AR game.

Chapter Seven:

BLUE ALERT

Welcome to the Artificial Reality simulation of *Red Dwarf - The Roleplaying Game*, Blue Alert Section. In the following pages you will notice a play-by-play example of both player actions around the table, and the corresponding action within the game. Succinctly put, the text in *Italics* are the mundane, rules-oriented mechanics, while the dialogue in script form signifies what is being spoken in character. NOTE: This section refers to game mechanics covered in more detail in the Rules of Play section, starting on page 41.

In the following example, Andrew is playing Ben Ellis, a human. Gavin is playing a hard-light hologram named Terry. Michelle is playing an evolved ship's rat, appropriately named Rat. Tyler is playing a Series 4000 mechanoid named Kryten (sound familiar?), and Samantha is running the game as Kate, the AI of the Red Dwarf from an alternate dimension.

The crew lounges around in the recreation center, engaged in various solo activities.

KATE: Hola amigos! ¿Como esta?

TERRY: Still brushing up on your Spanish, old girl?

KATE: Si. No casa, por favor. Yo vivo en la mar.

RAT: Needs some work. I'll scrounge round the cargo decks and see if I can find some tutorial programs.

BEN: Let's all go. I could do with a bit of a walk.

KRYTEN: Sir, if I might remind you, do bring a parka this time. When we took that shortcut through the deep freeze units the other day the hysterics were unbelievable.

TERRY: Whose hysterics?

KRYTEN: Mine, sir. Mr. Ellis got all those little itty-bitty goose pimples. I was so worried!

Andrew makes a Skill Check (Navigation) for Ben, to see if he remembers the proper route to the tech storage area in the cargo decks. With an INT of 4 and a Navigation skill of 2, his Target Number is 6. He rolls 2D6 and comes up with a 5, giving him a margin of 1. It's definitely a success.

BEN: I'll be fine, Kryten. The software storage area



is nowhere near the freezer units. We won't be taking a shortcut this time.

TERRY: Well, let's gear up and go, shall we?

RAT: Just let me get my pack.

KATE: Now that you're in the corridor, I might as well tell you I've picked up an unidentified life-form.

BEN: Where?

KATE: It's scuttling about on cargo deck 27.

KRYTEN: Er, did you say "scuttling?"

BEN: I hate things that scuttle.

RAT: It's not a lobster, is it? Or a space weevil?

KATE: Ummmm, it's showing up a bit big to be either of those.

BEN: I hate big things that scuttle.

TERRY: Don't worry, chum. We'll stop off down the armory and load up with some firepower. Anything scuttles our way, we give it an energy enema.

BEN: That's easy for you to say, Mr. Hard-Light Hero. I have a bit more to worry about.

TERRY: Like what?

BEN: Like internal organs.

KATE: You've reached the door to the armory, but it's been sealed for years and you never had an access code.

BEN: Smeg.

KRYTEN: Can you open the door for us, Kate?

KATE: Say pretty please.

KRYTEN: Pretty please?

KATE: No.

BEN: What?

KATE: That meteor shower we barely survived last week damaged some of the control circuits to this level. I can't access the codes or the override.

RAT: Budge over, boys. Let me have a go.

Michelle decides to jury rig a bypass in the armory's electronic lock. She makes a Security skill check by adding her INTELLIGENCE of 4 to her Security skill of 3, giving her a Target Number of 7. She rolls 2D6 and gets a 7, good enough for a simple success. As Rat fidgets with the wiring behind the lock casing, little lights flash green. The door unlocks.

RAT: After you.

The crew decides to take a few minutes to stock up on some tools and weaponry. Tyler takes a psi-scan for Kryten, Michelle pockets a few smoke canisters and a pack of Incinerex (with remote detonator) for Rat, Gavin has Terry load an mk1 bazookoid, and Andrew likewise for Ben. The group heads for the lift that will take them to the cargo decks.

KATE: You'll have about 4 hours in the lift to prepare for the full horror of what awaits you.

BEN: Full horror? I really don't like the sound of this.

TERRY: Don't worry, chum. I'll be first into the fray.

RAT: Damn right you will.

KRYTEN: Ah, I suggest we try to sedate the lifeform for further study, and if possible, add it to Thursday's dinner menu.

BEN: You're kidding!

KRYTEN: Need I remind everyone of Kate's chronic scale dyslexia? What's scuttling around the cargo decks could indeed be a delicious lobster or king crab.

TERRY: Then again, it could be a hideously mutated lobster or king crab, looking to add us to its Thursday dinner menu.

KATE: Well, that hardly seemed like 4 hours, did it? You've arrived at cargo deck 27. I've still got the lifeform, but it's barely registering.

BEN: Any idea where it is?

KATE: No. It's off my sensors.



BLUE ALERT

RAT: Of course it is.

The crew ready their special possessions and weapons, and prepare to enter the cargo deck.

BEN: All right, Terry first. Kryten, you try to get it with the psi-scan. Rat, you're next with the smoke bombs to cover us if need be. I'll bring up the rear.

RAT: You know the monsters always pick the heroes off from the rear.

BEN: Okay, I'll go first, and Terry takes the rear.

TERRY: Wasting time, old chum. Let's twat it!

The door opens and the crew enters the darkened cargo deck.

KATE: Better check Awareness. -1 for darkness.

The crewmembers each make an Awareness check, subtracting 1 from their Target Numbers. Rat passes with flying colors, Terry gets his right on, Ben makes his by a margin of 2, and Kryten fails his, walking into a wall.

KRYTEN: I'm all right, thank you, Susan.

Thinking quickly, Tyler turns his failure into an unexpected boon, announcing that Kryten will feel the wall to see if there is an emergency light switch. Kate says Kryten should make another Awareness check at -1. This time Tyler's dice roll well and Kryten passes the Skill Check with a margin of 3.

KATE: That's done it. The cargo deck is now bathed in red emergency light.

BEN: Cheers, Kryters.

TERRY: You getting anything on the psi-scan?

KRYTEN: One solitary blip. It's heading this way.

Rat makes a smell-based Awareness check.

RAT: I can smell it.

KATE: It's appearing before you, scuttling on dagger-sharp, spindly, spidery legs, each one three meters long. It's body a massive lump of sinew and pulsing organs. A dozen black, shiny eyes bulge out from various parts of the hulking form. You feel the need to make brick in your undies. Time for a fear check, everyone, minus 2.

The crewmembers each make a Resist check with a -2 to their Target Numbers. Ben cringes, but is otherwise unfazed. Terry makes it

right on again. Kryten rolls boxcars, leaks a quart of servo oil, and runs away shrieking like Faye Wray. Rat misses by 1, and dashes behind some crates of pot noodles to gather her wits. She makes her Cool check right on the money and stays put.

KATE: It's coming closer, dudes. Time for Initiative.

Everyone makes an Initiative check, using their margins of success or failure as their placement in the play order. Kate makes Kryten suffer a -1 for botching his fear check against the horrible creature. Terry goes first, with a margin of 3. Ben goes at 2, the creature goes at 1. Rat goes at 0, and Kryten at -3.

TERRY: I'm calling a shot at one of those claw legs.

KATE: Usually that'd be a minus 1, but the size of this thing negates the penalty. Straight shot, amigo.

Terry makes a Firearms check. His DEXTERITY is 5 and his Firearms skill is 3, making his Target Number 8. He rolls 2D6 and gets a 5, making his margin of success 3. He multiplies his margin by the WR 6 of his bazookoid, for 18 damage. Kate consults her notes and sees this horrible genetic construct has a SHRUG of 10. Eighteen is greater than 10, so the creature takes 1 wound. Kate makes note that the creature is now A Bit Wonky.

KATE: The creature shudders and screams, raising its smoldering claw in the air.

BEN: You hurt it! Either that's a good sign, or we're gonna be human sushi in about five seconds. I'm blasting it!

Ben fires his own bazookoid. His DEXTERITY is 4 and his Firearms skill is 3, making his Target Number a 7. He rolls 2D6 and gets a 6. He multiplies his margin of 1 by the WR 6 of the bazookoid, for 6 damage. Since the damage is less than the creature's SHRUG, it takes no wounds, the energy dissipating around its leg.

KATE: The shot grazes the creature, but doesn't seem to do anything.

BEN: Smeggin' hell!

KATE: The creature leaps forward, sharpened claws at the ready. It strikes!

Kate rolls even/odd to see which of the two characters standing before it will be its prey. The roll of the die nominates Terry, and Kate rolls the creature's attack. It has a STRENGTH of 10 and an Animal Combat of 2, making its Target Number 12.

TERRY: I'll dodge.

KATE: You already acted this round. It'll be a minus 3.

TERRY: Well I'm not bloody well gonna stand here and get my light bee carved in half, thank you very much.

Gavin consults Terry's character sheet and notices that his Self-Defense is better than his Athletics, so he decides to use that skill to attempt a dodge. With Terry's AGILITY of 5 and his Self-Defense of 4, he has a target of 9, -3 for the second action (for an adjusted target of 6). He rolls and gets a 3, for a margin of 3. Kate rolls her creature's attack and gets a result of 8, also a margin of 3. Since ties go to the defender, the creature's attack is no good.

KATE: As the giant claw comes down, you spin away. The creature misses.

TERRY: Whew.

KATE: Rat, having come to your senses, is there anything you'd like to add to the situation?

RAT: Yeah. This Incinerex.

KATE: You can set it now, and take a penalty for throwing it...

RAT: Don't need to set it. I'm just going to try to get it in a nice crevasse.

KATE: Minus 1 for the called shot.

Rat has an AGILITY of 4 and an Athletics skill of 4. With the -1 modifier, her Target Number is a 7. She rolls and gets a result of 7 exactly. Since the Incinerex isn't set with a timer and all she wanted to do was make it stick in one of the creature's muscle bulges, the shot is good. The Incinerex is lodged on the creature and won't do any damage until detonated.

KATE: There's a block of Incinerex lodged on the creature now. Kryten, you wish to do anything?

KRYTEN: I will attempt to distract the creature away from my crewmates by taunting it in mul-

tiples languages and questioning its sexual orientation.

KATE: Sounds like a Con check to me.

KRYTEN: Very well.

Tyler's mechanoid has a PERCEPTION of 4 and a Con of 2. He's not great at subterfuge, but he's learning. His Target Number is a 6, and his roll comes up a 5. The creature will need to make a Passive Skill Check: Empathy. Since it is a Passive Skill Check, the creature is not at the -3 penalty for a second action. However, it does not have the necessary Empathy skill and must rely on a puny PERCEPTION of 3 to detect the ruse. Kate rolls for the creature and it comes up a 6. The bait is taken.

KATE: The creature turns and scuttles off toward Kryten. New round.

Everyone rolls Initiative once more. This time Rat lucks out with a margin of 3, Terry goes at 2, Ben and the creature both go at 1, and Kryten goes at 0

KATE: Rat, you are up and it appears your plan has worked.

RAT: I detonate the Incinerex.

Rat makes a Demolitions check. Her DEXTERITY is 5 and her Demolitions skill has a specialty in the use of Incinerex (5), making her Target Number a 10! She rolls and gets a 4. Her expertise in knowing precisely where to place the explosives and when to press the detonator has paid off. A margin of 6 is multiplied by the Incinerex WR of 10, making the damage 60. Since the damage is 6 times greater than the creature's SHRUG of 10, Kate notes 6 more wound levels for the creature, making it a Smoldering Hole.

KATE: The explosion is tremendous, and you find yourself showered in sizzling strips of flesh that somewhat resemble undercooked bacon.

TERRY: Right. So that's that.

BEN: Nice one, Rat.

RAT: Anyone fancy a pint?

KRYTEN: Can someone help me? My leg servos seem to have become jammed with undercooked bacon.

Chapter Eight:

HARDWARE

The following is taken from a Crapola Inc. mail order catalog, circa ages ago. The more observant among you will notice there are no prices listed. This, quite simply, is because in most dimensions, stuff like this cannot be bought with money. It may be found, begged, borrowed, stolen, traded, and otherwise pried from cold, dead hands, but just try to find an open Talkie Toaster™ outlet in deep space!

Welcome, consumer, to this year's edition of Crapola, Inc.'s *Spacers Catalog and Bargain Basement Yearly!* This year's offering is chock-full of technological innovations from several top-quality manufacturers who offer such innovative products as breakfast's most cheery companion, Talkie Toaster™, and the pioneering advancements of the Navi-Comp Operating System.

Unlike previous editions of *SCABBY*, this latest version offers you, the consumer, a larger selection of goods, sectionalized and cross-indexed into one complete referential directory (as opposed to previous editions, which listed products willy-nilly and with no thought to organization or usefulness).

Below you will find a slew of innovative and useful products categorized under seven new sections:

- 1. Diversions:** Whether you want to explore new horizons or just goof off around at the office, this edition of *SCABBY* offers the very best in useless entertainment.
- 2. Hologram Gear:** A full line of essentials for you and your hologram.
- 3. Medical and Scientific Equipment:** Engineered for the serious-minded and dedicated surgeon, or for those who just like to cut things open.

4. Space Vessel Necessities: No ship should be without these goodies! Whether you pilot a Midget-class shuttle or a Garbage Pod, you can bet there's something here for you!

5. Time/Matter Displacement Units: Everything from Teleportation units to the ever-popular Time Gauntlet! If you ever wanted to mess with the space-time continuum and screw with plot development, then look no further!

6. Utensils: No, we're not talking ordinary knives and spoons, folks! Utensilware, Inc. has revolutionized the way sentient beings eat food.

7. Weapons and Defenses: Neither Piledriver, Inc. nor Bloodlust Arms condones the use of violence, and both companies urge all consumers to exercise caution when discharging a weapon in closed quarters. Oh, and never, ever point the laser beam toward your face.

In addition to the detailed descriptions of every item in this catalog, some products are listed with a **Reality Check** - a supplemental statistic that quantifies the product's utility. So, without further ado (or is that adieu? We can never remember...) we bring you the 39,587th edition of Crapola, Inc.'s *Spacers Catalog and Bargain Basement Yearly!*

And remember, if we don't sell it, then it's not Crapola!

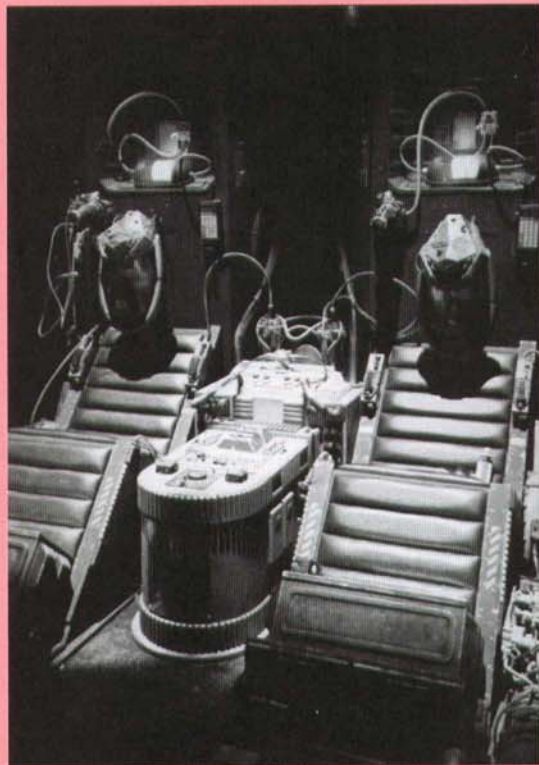
Diversions

Crapola, Inc. is proud to be the exclusive distributor for Total Immersion Inc. If wasting time is your favorite hobby, you'll be thrilled to learn about the latest home and office entertainment products from Total Immersion!

Artificial Reality Suite

Those old Hollywood Holovids are yesterday's news. The *Artificial Reality Suite* is the ultimate entertainment choice for the discerning consumer (or for those who can't handle reality). Available with your choice of diversionary control options, the ARS can be installed in the home, office, or space-faring vessel. Also included with your ARS is the Amateur Programmer Suite. Now you, too, can create your own immersive Artificial Reality simulations. Surgeon General's Note: Prolonged use of an Artificial Reality Suite can cause undue side-effects, such as loss of fine motor control, lethal biofeedback shock, and/or deprivation sickness.

Reality Check: When used in conjunction with an Artificial Reality Game, the character can utilize its function as a skill trainer, essentially allowing him to place Character Points gained during an adventure toward an appropriate skill. Use of the AR Suite cuts the cost of skill improvement in half. AIs are free to use the games listed below as effective skill training programs, and can certainly develop their own.



Artificial Reality Games

What good is an Artificial Reality Suite if there aren't any software options available? Thankfully, Total Immersion Inc. continually releases top-quality programs able to suit a wide range of tastes. Everything from educational cyber classrooms to porn is available (although keep in mind there's a limited warranty on the optional groinal attachment). **Warning: these programs can be addictive!**

- **Better Than Life™:**

If life's got you down or is dealing you a bad hand, resist the urge to throw your hands up, saying, "Screw it!" Slot a *Better Than Life* program, sit back, and live the good life in consensual hallucinatory bliss.



- **Cyber Park:** The *Cyber Park* package comes complete with all the sensory experiences of a real-life theme park you've come to love, except for the extraordinarily high priced tickets, screaming brats, long waiting lines, greasy food, dirty restrooms, and amusement ride barf.
- **Cyber School:** Forget private school! Purchase the *Cyber School* package and be assured that your loved ones are getting a proper education (well, relatively speaking, that is). *Cyber School* comes complete with a 698-page reference manual and programming guide, allowing you to construct the ultimate classroom.

Artificial Reality Games (cont'd)

- **Gumshoe™**: New from the *Really Freakin' Dangerous Crime Series™*, is *Gumshoe*, the simulation of classic film noir and mob warfare. The kids will love the easy femme fatale and violence. You'll love the price!

- **Jane Austin World™**: Relive the adventures of Jane Austin's classic novels, such as *Edda*, *A Field of Broken Dreams*, or *Winchester Park*. Not to be confused with Calamity Jane Austen, the famed "Drag Queen of west New Jersey."



- **Jousting™**: Just because this Artificial Reality Game has an unoriginal and uninspiring name doesn't mean it's not an action-packed experience! It's not our fault the marketing coordinator (that smeghead) up and quit the project halfway though the game's bloody development!



- **Streets of Laredo™**: "I see by your outfit that you are a cowboy; these words he did say as I proudly stepped by; come sit down beside me and hear my sad story; I'm shot in the breast and I know I must die..." Tough break, pardner! Ten-gallon hats, six-shot revolvers, big-busted saloon girls, and horse manure await the intrepid consumer in this action-packed Western adventure!



- **Zero-Gee Kick Boxing**: Zero-Gee sports are all the rage these days, and so are the titles produced under the *No Brains, All Brawn Sports Hero Series™*. Bash in your friend's face or bust his kneecaps six ways to Sunday as you kick and throw punches like the pros. And after you've beaten each other to a bloody pulp, simply throw the kill switch and you're back to normal!

- **Wimbledon™**: Who doesn't enjoy the thrill that only a rousing game of cutthroat tennis can provide? With the *Wimbledon™* Tennis Series you no longer have sit idly by in the stands. An optional vox augmenter lets you grunt and groan like the pros!

- **World War II**: Driving a tank is fun. Driving a tank while slugging 150mm Howitzer shells at fleeing SS troopers is a blast! *World War II* allows you to play dog-faced grunts and cigar-chomping officers in an authentic simulation of the Really Big War.



Hologram Gear

New to this year's *SCABBY* is a complete line of technological goodies brought to you by HoloSoft Industries, the galaxy's foremost expert in hologramatic technology.

Hard-Light Drive

Try revving the engine of a Space Bike when you can't even hold a spoon. The Hard-Light Drive is a simple device that, when installed in a Light-Bee (see page 59), allows the hologram to interact with his surroundings (and himself, oh joy!) as if he were a corporeal being. A word of warning, however; while the hologram cannot sustain physical damage, his pain (and pleasure) receptors are fully operational! A Hard-Light Drive is backward-compatible, meaning it can also project a soft-light version of the hologram (which is handy when power is low).

Reality Check: *This unit is essential if a hologramatic character wants to interact with physical objects or people. And while a hologram cannot sustain physical damage in the traditional sense (even if fitted with a Hard-Light Drive) he will still feel the effects of wounds sustained in combat. The hologram must still keep track of "wounds"; he just can't be killed like a corporeal being. Hard-light drives are pigs when it comes to power drain. In emergency power situations, assume the hard-light hologram has half the remaining runtime of the soft-light form. Note: Holograms can switch from hard-light to soft-light to conserve power, but the process is akin to rebooting a computer and can take 2 to 3 minutes under optimal conditions.*



Hard-Light Remote Belt

This handy unit is actually self-generated by a hologram if he's been fitted with a Hard-Light Drive. It allows him to function and interact on a far greater scale, making his pre-programmed environment obsolete. The belt uses a complex system of sensors and relays, and allows the hologram to switch between power sources to enable travel of great distances.

Reality Check: *When fitted with a Hard-Light Remote Belt the hologram is able to move freely about, as long as he does not venture more than 1 kilometer from the chosen power source. If the hologram switches to soft-light mode, he may use the Light-Bee's onboard Remote Projection Unit to extend his soft-light range to 2 kilometers (but has no ability to switch power sources).*

Hologrammic Projection Box

This unit revolutionized the way we interact with our dead friends and relatives and forms the core product for all of our hologramatic goods. Utilizing advanced soft-light projection and color-band articulation technologies, the Hologram Projection Box allows you to create the ultimate hologram colleague. When used in conjunction with a Personality Disk, the Hologrammic Projection Box...well...projects the soft-light hologram's data into a not-exactly-solid holographic image, allowing him to interact, as well as a being made entirely of light can, with his surroundings.

Reality Check: *This device projects an individual's characteristics, such as his skills, Attributes, Assets, Liabilities, and Behavior Tags from a Personality Disk either throughout the ship on which it's located, or into a Hologrammic Projection Cage or Light Bee.*

Hologrammic Projection Cage

For those inopportune moments when a hologram's Light-Bee craps out, the Hologrammic Projection Cage can serve as a home away from home, allowing him to function outside the mothership. Unfortunately, it weighs 450 kg, so exercise caution when moving it about, and remember...always lift with your knees.

Reality Check: This "cage" allows the hologram to function away from his base ship. Unfortunately, the hologram is restricted to taking actions while inside the cage and cannot venture outside its bounds. There are no range restrictions for a hologram living in a Projection Cage because it is a self-contained unit with its own onboard power source, but is extremely cumbersome to carry around.

Holowhip

Is your hologram giving you no end of constant consternation? Has he developed an attitude? Gone a bit barmy? Or is he just a pain in the arse? Well, if so, your worries are over! The Holowhip has been engineered with the latest in pain-inducing technology. Simply crack the whip, aiming for the soft-light body part of your choice, and watch him dance!

Warning! Due to circumstances beyond our control, a rogue engineer (name withheld) has somehow created a modified Holowhip that will allow a hologram to fight back. Awful stuff.

Reality Check: The Holowhip is an insidious weapon in the hands of a skilled user. If a hologram is ever reduced to the Smoldering Hole Wound Status, consider him effectively dead...hope you saved that Personality Disk!

WA +1 WR 2

Note that the variant Holowhip can also be used against a biological sentient. The weapon stats remain the same.

Light-Bee

This handy portable unit allows the hologram to essentially move around, as opposed to standing there, pretending to walk against the wind like a mime in a trendy town square. Combined with the Hologrammic Projection Box, the hologram can now move about freely within the safe confines of your ship, office, or home. And, so as not to distract his more tangible peers, the hologram can safely hide the Light-Bee unit within himself.

Reality Check: If a hologram wishes to leave the ship, he must either use a Hologrammic Projection Cage, or a Remote Projection Unit must be installed in the Light-Bee. The Light-Bee can also be fitted with a Hard-Light Drive allowing the hologram to physically interact with his environment.



Hologram Gear (cont'd)



Personality Disk

Unfortunately, until we can develop a better system for transplanting physical gray matter (and utilizing it outside of a glass bowl with wires, electrodes, and fluorescent green liquid), your only option of bringing a dead friend back to life is to record his persona on a Personality Disk. Simply slot the disk into the Hologrammic Projection Box and voila...back from the dead! Additionally, pre-recorded disks are available for purchase and feature some of history's most famous (and infamous) celebrities. Perfect for parties or practical jokes, Holotech, Inc.'s line of pre-recorded disks includes Dead Television Entertainers, Dead Movie Stars, Dead Philosophers, Dead Presidents, Dead Weather Girls, and Dead Fascist Dictators.

Reality Check: Should a player character meet death at the hands of something big and nasty, his friends need only record his traits onto a Personality Disk. Once transferred, the characteristics of the PC can be slotted into a Hologrammic Projection Suite. Each disk can hold one personality.

Remote Projection Unit

When a Light-Bee is fitted with a Remote Projection Unit, the hologram can safely venture outside the confines of the mothership, thus getting into all sorts of mischief.

Reality Check: The Remote Projection Unit is specifically for soft-light holograms and is carried within the Light-Bee, giving the hologram an extended range of 2 kilometers from the primary power source. For hard-light holograms, this item is replaced by the Hard-Light Remote Belt.



Medical and Scientific Equipment

Last year, Malpractice Medical & Scispec amazed SCABBY customers with its revolutionary Laser Saw, the only surgical tool of its kind that can saw through bones and still carve a 20-pound roast like it was synthbutter. The Laser Saw is back this year, along with the following new products from MMS...

DNA Modifier

MMS has once again come up with a real doozy of a gadget this time! The **XP81 Hyper-Morphing DNA Modifier** has the capability to modify a sentient's genetic structure, thereby allowing the ~~victim~~ *subject* to become an entirely new life form, including, but not limited to, furry mammals, insects, or sentient food! Think of the fun you'll have transforming your pet gila monster into the perfect mate. On second thought, maybe you shouldn't do that. And make sure to read the accompanying instructions for proper usage. Neither Crapola, Inc. nor Malpractice Medical & Scispec will be held legally responsible for the inappropriate use of any DNA modifier.

Special DNA Modifier Rules

To correctly transmogrify matter into the desired form, a Computer Ops check at -1 is required (and must be performed by a character who is not being altered). If the check is unsuccessful, apply the margin of the failed check to the following list to see what happened:



1. The subject has 1D6 extra appendages
 - 1-2 - Leg
 - 3-4 - Arm
 - 5 - Head
 - 6 - Naughty Bit
 2. The subject becomes miniaturized to 1D3 feet tall.
 3. The subject becomes opposite gender.
 4. The subject becomes the spitting image of another crewmember, except for voice and personality.
 5. The subject grows an additional attachment (1D6):
 - 1 - An elephant trunk
 - 2 - A prehensile tail
 - 3 - 2D6 tentacles
 - 4 - Insect wings
 - 5 - Hooves
 - 6 - 1D3 eyestalks
- Note:** At discretion as to the actual usefulness of such modifications.
6. The subject becomes an animal (1D6):
 - 1 - Domestic/Farm animal
 - 2 - Lower mammal
 - 3 - Bird
 - 4 - Fish
 - 5 - Reptile
 - 6 - Bug
 7. The subject transforms into food (1D6):
 - 1 - Pudding
 - 2 - Salad
 - 3 - Steak & Kidney Pie with chips and a pint of ale
 - 4 - Pasta
 - 5 - Sushi
 - 6 - Hot Fudge Sundae
 - 8+. The subject renders down to a pool of protoplasm.
Hope you brought a mop and bucket.

Medical and Scientific Equipment (cont'd)

Dream Recorder

While specifically engineered for invasive-aggressive therapy procedures, the Dream Recorder can also be used as an inexpensive entertainment unit, providing hours of fun for the entire family as they relive those exciting subconscious moments of sheer bliss (or tedium, if you have no life). To avoid embarrassment should another access your less-than-wholesome, most private thoughts (not that we advocate using the Dream Recorder for such disgusting things...really), we recommend you fit each datafile with a password override.



Laser Bone Saw

Rated the number one surgical implement of the year by *Mend and Rend Magazine*, this wonder of medical technology features dual cut and cauterize modes, as well as a safety kill switch. The saw was engineered with the professional medic in mind, but amateur psychopathic serial killers also find its cutting capacity unmatched. **Warning: Point away from face.**

Reality Check: This device awards a +2 bonus to the Target Number when used in conjunction with the Medicine skill. WR5 when used as a weapon.

Eco-Accelerator™ Rockets

Where once terraforming a lifeless ball of dust into a verdant paradise took years and years, MMS' Eco-Accelerator™ Rockets can now accelerate the process tenfold! Transform a dead and lifeless world into the second Garden of Eden (complete with apple trees) in only five solar days. **Warning: do not fire an Eco-Accelerator™ Rocket indoors.** Trust us.

Laser Scalpel

This portable medical implement is a vast improvement over last year's model. While perfected for appendectomies and self-vasectomies, the Laser Scalpel can also remove unsightly cysts, boils, carbuncles, swollen canker sores, warts, moles, festering growths, and other bizarre facial nubs.

Reality Check: This device awards a +1 bonus to the Target Number when used in conjunction with the Medicine skill. WR3 when used as a weapon.

Medi-Comp

If your ship's surgeon is off playing Zero-Gee Golf, then the Medi-Comp is a logical alternative. Each Medi-Comp comes programmed with an extensive database of nearly every medical ailment known to man. Whether you're suffering from a bout of Athlete's Hand, Piles, or being eaten alive from the inside out by Peritonitis, help is just one click away! **Disclaimer: Neither Crapola, Inc. nor Malpractice Medical Scispec will be held legally responsible should a Medi-Comp unit improperly diagnose an illness. Diarrhea, for example.**

Reality Check: The Medi-Comp awards a +2 bonus to the Target Number when used in conjunction with the Medicine skill, but only for the purpose of diagnosing an illness or physical trauma.

Medi-Scan

A smaller version of the Medi-Comp, with limited diagnostic and scanning capabilities. It's portable and the perfect companion to any landing party. Better yet, it's dirt-cheap and comes in a wide variety of designer colors: Pus Green, Canker Sore Burgundy, Space Mumps Yellow, and Diarrhea Brown.

Reality Check: The Medi-Scan awards a +1 bonus to the Target Number when used in conjunction with the Medicine skill, but only for the purpose of diagnosing an illness or physical trauma.

Mind Probe

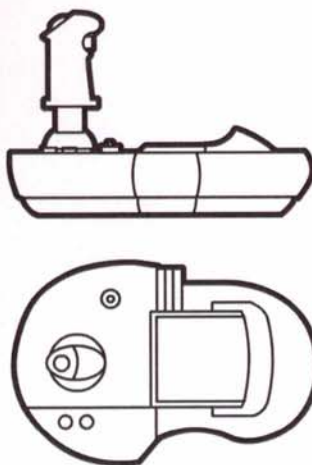
Once an item only allowed to be used by sanctioned corporate security personnel, the Mind Probe can not only elicit the truth from a convicted criminal, but can be used on the ship's technician to see if he swiped that extra pudding from the galley.

Reality Check: This device awards a +2 bonus to the Target Number for Empathy checks.

Psi-Scan (TI345)

Best Budget Model rated the Tucker Instruments Model 345 the psi-scan of the year for three consecutive years! The Model 345 is the perfect science-scanning unit! It measures atmospheric pressure and composition, handles life form detection, soil analysis, and more! Only available in Scintillating Off-Gray.

Reality Check: In order to use the psi-scan, the player must make a Computer Ops Skill Check. It can scan for life forms at a range of 25 meters times the margin of success made for the Skill Check. A bonus equal to the Computer Ops check's margin of success is awarded to the Target Number for any Life Sciences or Repair Skill Check.



Mini-Psi (TI345xp)

The extra-portable version of the 345 unit! Great fun at parties! Amaze your friends with how many life signs you can detect with this little baby!

Reality check: The Mini-Psi 345xp works exactly like the larger 345, except its range is 10 meters times the margin of success made for the Skill Check.

Self-Gamete Mixing In-Vitro Tube

Never let it be said the good folks at MMS do not design products with the career woman in mind. We know how tough it is out there, and a woman's time is often not her own. With that in mind, MMS has developed the ultimate in artificial insemination technology-the *Self-Gamete Mixing In-Vitro Tube*! By utilizing a proprietary gametogenesis system and the patented *Uterine Simulator*, you too can experience the joys of birth, with none of the stretch marks or cravings for spicy barbecue.

Medical and Scientific Equipment (cont'd)

Spinal Implant Chip

For those who can't afford a hologram to boss around or a mechanoid to clean the ship's lav, the Spinal Implant Chip is the next best thing! Simply coerce or force (your choice) the subject onto an operating table, insert the small chip into the subject's spinal cord, and within minutes you'll have a mindless automaton of your very own!

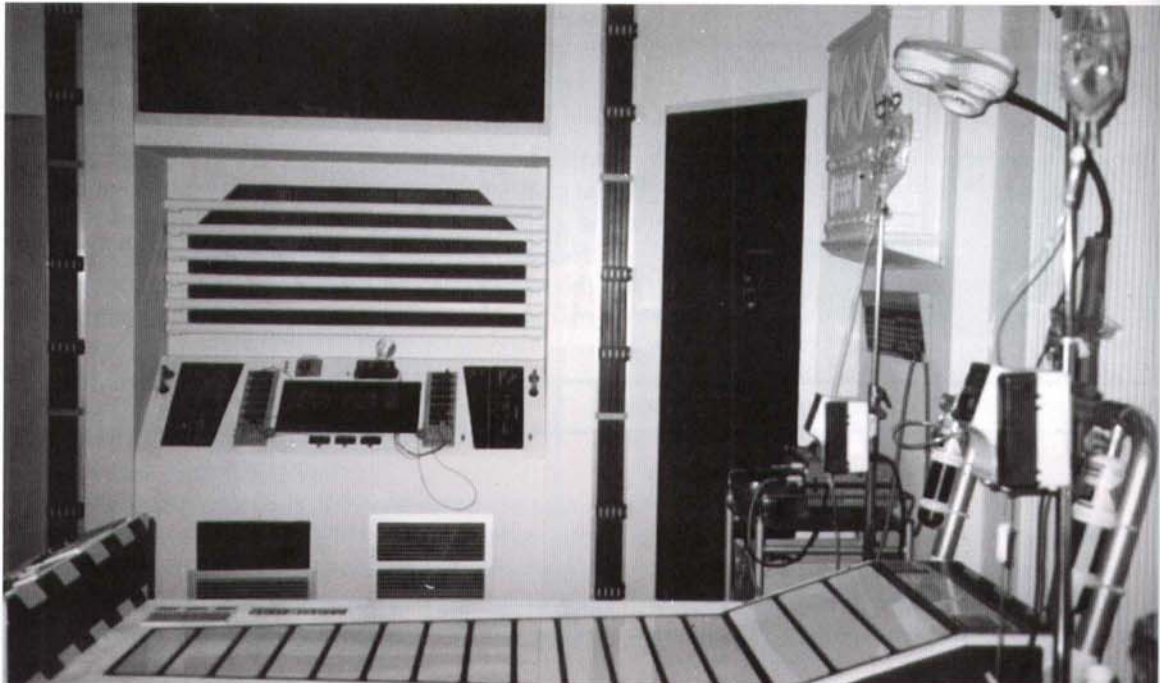
Uterine Simulator

When used in conjunction with a Self-Gamete Mixing In-Vitro Tube (sold separately), your unborn fetus will grow to term without the daily vomiting ritual and unsightly bloated appearance so commonly associated with pregnancy. We won't even begin to describe how this unit installs, but rest assured that the Uterine Simulator comes complete with multi-lingual instructions (including Latvian).

Outrozone

Outrozone is a drug manufactured specifically for mechanoids, giving them a relaxed and mildly euphoric sensation. Originally intended to keep droids compliant and to lessen the number of stress related blowouts, its use was discontinued due to the extreme circuit board corruption it produced.

Reality Check: Make a Resist check to avoid effects if desired, although this may be suppressed. Successful use confers a +2 bonus to Cool checks but a -2 penalty to both INT and PER based checks for the duration. Each use reduces the user's Resist skill for all future checks by 1. If his Resist reaches 0, the INT and PER penalties become permanent. Each dose of Outrozone lasts 4 hours.

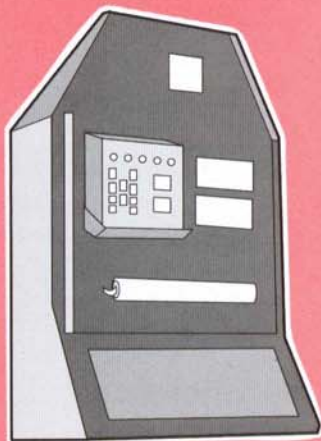


Space Vessel Necessities

The **SCABBY** catalog offers the discerning spacer a complete line of starship components and necessities. Browse through the entries below and wonder how you lived without these innovative products.

Black Box Recorder

No ship should be without one. The Snooper XL-7000 Black Box Recorder comes installed with enough memory to log an entire ship's journey lasting thousands of years (assuming the ship's crew even lives that long). Everything from navigational logs to crew conversations can be stored in this handy 2-foot-by-3-foot instrument. As an option, the Snooper XL-7000 can be installed with an optional memory erasure function so as to avoid potentially embarrassing situations.



Computer Slug

This data-transfer system is truly an innovative product (we claim that a lot, don't we?). Compatible with many on-board computer systems and navi-comps, the Computer Slug can hold any and all types of data, allowing you to transfer it with ease and efficiency. It's especially useful when transferring astronavigation computations.

Reality Check: *Computer slugs can be utilized to transfer up to 10 astronavigation coordinates to a Navi-Comp at once, or to store any other type of information taken from a ship's Black Box Recorder or other computer systems.*

Damage Report Machine

Diagnosing damage to a ship or any of its innumerable components, subsystems, and redundancies can be a real pain in the backside, especially if the ship's technician is busy writing love letters to Carol McCauley. When hard-wired into a ship's computer, the DRM can quickly assess the damage and generate a full report. That is assuming the DRM wasn't damaged itself...in which case you're screwed. Neither Crapola, Inc. nor Space Cadet LLC will assume liability for any damage.

Reality Check: *The DRM awards a +2 bonus to the Target Number when used in conjunction with the Repair skill.*



Space Vessel Necessities (cont'd)

Navi-Comp

You'd think that every ship would have one of these, but nonetheless, the Navi-Comp has yet to become a standard system on many space vessels (and we have nothing to do with that). The Navi-Comp is essential if you plan on taking to the stars; unless of course you want to get lost between sectors, or get sucked into a black hole, or drive straight into a supernova, which is just fine by us, really.

Reality Check: *Navi-Comps are essential when flying from planet to planet, sector to sector, or galaxy to galaxy. It awards a +2 bonus to the Target Number when used in conjunction with any Astronavigation check.*

Star Drive

If the standard sub-light drive that came with your vessel just doesn't have enough "oompf," we suggest installing a Star Drive from Space Cadet LLC! With unlimited acceleration capability, this drive can catapult you from one galaxy to the next in nanoseconds! Just be sure to securely fasten the drive to your ship prior to activation or else you'll be left floating in space while your drive makes off like a haywire Skutter through a buttered garbage shaft.

Reality Check: *As crucial as the Navi-Comp, the Star Drive allows a vessel to travel between sectors and galaxies. Without one, the ship's crew is relegated to operating out of a single sector unless they go into stasis for the trip.*

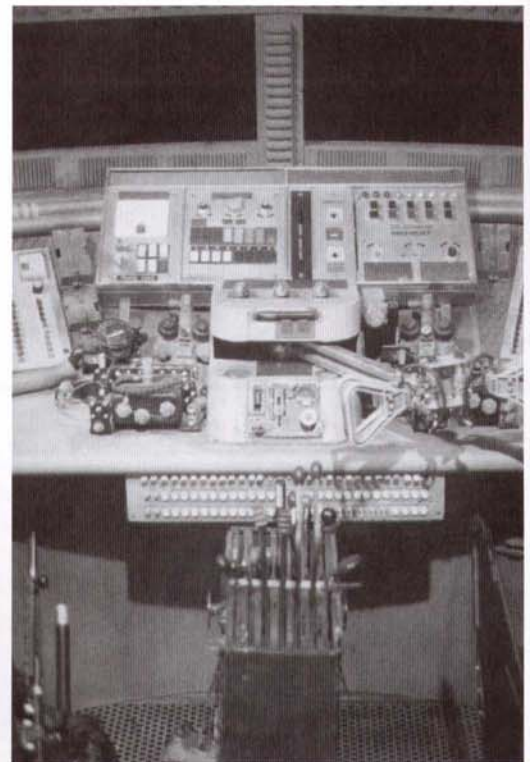
Oxy-Generation Unit

If you plan on spending a lot of time in space in the safe confines of your ship then the Oxy-Generation Unit is an absolute must-have. Engineered with the latest advancements in caustic atmospheric filtering technology, the Oxy-Generation Unit makes breathing in damaged space vessels a breeze. But please remember to activate the unit before you enter deep space.

Reality Check: *The unit hooks into the ship's power system and can provide a breathable atmosphere for several years, or until it gets blasted in combat.*

Red Alert Bulb

Nothing signals imminent danger better than a Red Alert Bulb from Space Cadet LLC. Simply replace the standard Blue Alert bulb with a red one when facing impending death from a hull breach, uncontrolled planetfall, or when backing into an asteroid. Each Red Alert Bulb comes complete with a 60-minute Short Life Guarantee.



Time/Matter Displacement Units

Our incredible selection of high-end time and matter displacement gadgets just got incredible! With the addifications of companies like Disposex and Space Corps contractors Kluge Corp., and increasements in the size of our ordering, we can pass the savings onto the consumer... or hire a copy editor.

AI Watch

Okay, so it's technically not supposed to keep track of time, nor will it displace matter and energy, but it kinda looks like a watch, and your AI can tell you when it's time for tea. We have no idea who makes them now, but there's a shipload of these things in the warehouse and we need to get rid of them.

Reality Check: *When it's impractical for the AI to travel alongside the crew in a portable AI unit, he can still communicate with them via the AI watch.*



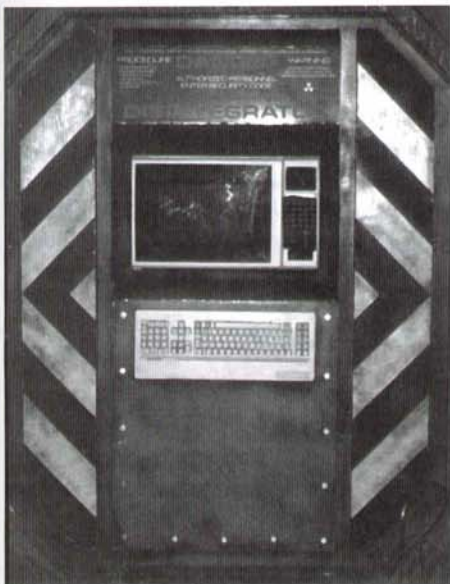
Matter Paddle

Want to get somewhere fast, without the hassle of the trip itself? With the new prototype Matter Paddle from Kluge, you and three friends can travel instantly to any planet or artificial structure bearing a breathable atmosphere within 500,000 light years! Use with caution. Neither Crapola, Inc. nor Kluge Corp. is responsible for accidental genocide due to the interference of friends and associates in local planetary conflicts.



Disintegrator

Disintegration technology is improving by leaps and bounds, so it's no surprise that Disposex Technologies Ltd. is pleased to announce its newest waste disposal unit. Simply place the object (or life form, if you're so inclined) into the unit and press the red button. Within nanoseconds your garbage will be broken down to its constituent atoms...no muss, no fuss. Neither Crapola, Inc. nor Disposex assumes responsibility if you mistake the unit for the ship's microwave.



Time/Matter Displacement Units (cont'd)

Reality Minefield

Ship security is something the folks at Kluge take very seriously. In addition to its hard-wired internal security systems, Kluge has also developed a complete line of experimental exterior theft protection devices. The company's most recent development is the Reality Minefield. When activated, bubbles of false reality will surround the ship, thus confusing and disorienting would-be thieves or looters.

Reality Check: When deployed, Reality Mines affect a ship's crew by penalizing any checks made against Intelligence and Perception based skills by -2.



Teleporter

Really handy when you need to get from one place to the next (especially if you need to board a derelict vessel or get to the loo on the opposite end of your ship after gorging yourself on chutney chili-cheese burritos). Licensed from the proprietary simulant design, Kluge's teleporters have a range of 10 kilometers and are available in your choice of Bubbly Amber, Wavy Red, Sparkly Blue, or Wobbly-Wobbly Green lighting effect.

Time Wand

When time is of the essence, or you're just too damn busy to bother with anything, simply activate your Time Wand and digitize those precious moments for later use. Just be sure to read the instructions thoroughly so as not to record too much of the present, thereby overloading the unit and causing a rip in the space-time continuum just because you can't organize your schedule more effectively...lazy sod.

Reality Check: A much more utilitarian item than the Time Gauntlet, the Time Wand may be correctly operated with a successful Computer Ops check.



Time Drive

If you're the adventurous sort and ordinary space travel seems dull, then why not install a Time Drive? This device will re-route your ship through any historical period. Experience the building of the Sphinx, Lincoln's Gettysburg Address, or ABBA's first comprehensive world tour in 1977 (who can forget the Polar Pyramids and sprayed-on spandex pants? Who wouldn't want to?). The only caveat is that you need to actually be in the appropriate geographical location to witness the events that transpired there.

RIMMER: So ... forgive me if I'm being thicker than the offspring of a village idiot and a TV weathergirl, but what exactly was the point of that little exercise? Fun though it was drinking in the heady medieval atmosphere of pre-Renaissance deep space, the drive is next to useless, yes?

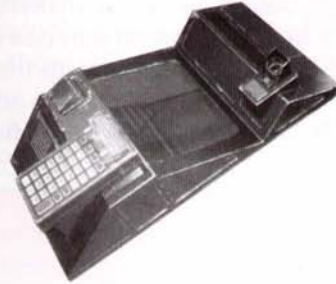
KRYTEN: Well, at the moment, yes, but should we ever acquire a faster-than-light drive, we will have the combination to travel anywhere and anywhen.

- Out of Time, Series 6

Triplicator



Built from the technology behind the Matter Paddle, the Triplicator was intended to create three times as many of whatever was placed within the central energy field. While this worked somewhat well with food, it was quickly determined that the unit had a giant flaw - er, a giant *feature*, which creates both a high and low form of the object in question. The high form quantifies all that is the best of the object; it will be a perfect specimen, devoid of blemish. The low form consists of all that is bad, evil, negative, or malodorous about the object. Please be sure the Triplication Field is aimed down during use.



Utensils

For nearly one-hundred years the innovative minds at Utensilware have made life easy for the nuclear family, so it's no surprise that the galaxy's foremost utensil manufacturer has developed yet another line of pioneering products that make eating fun again.

Anti-matter Chopsticks

A new way to enjoy fine cuisine for the discerning diner! Not only will your food make it from the plate to your mouth without spilling a drop, Anti-matter Chopsticks let people know that you're refined, civilized, and a tad bit snooty. Just don't cross the sticks after activation, unless you want to maim the person sitting on the other end of the table.

Boomerang Spoon

For the truly adventurous ethnic cuisine enthusiast, we offer the authentic Mercurian Boomerang Spoon. With patience, skill, and a good health plan, the trained user can effectively scoop food from chafing dishes at a distance of 50 meters or more, returning it directly to one's drooling pie-hole. Extreme caution is recommended. Do not use indoors. Protective headgear sold separately.

Reality Check: The Boomerang Spoon has a WR2/DB+1 if used as a weapon. Requires a successful Athletics check to throw and another to catch. If the catch is unsuccessful, use the thrower's margin of failure to multiply by the WR of the spoon.

Weapons and Defenses

Bloodlust Arms, the makers of the award-winning Ballbreaker Autofire Cannon, presents a new line of personal defense armaments, from small hold-out pistols to the Punisher heavy machine gun. Together with the company's line of novelty arms there's something for everyone here (even grandma!). In addition, we also carry Piledriver's complete line of mining tools, which, used creatively, make fine weapons of destruction.

Auto Pistol

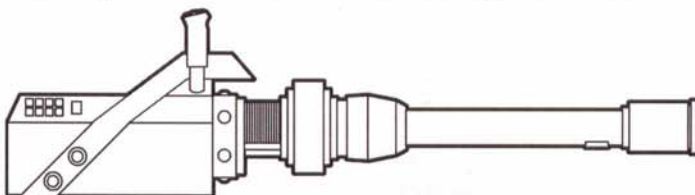
Auto-action pistols are all the rage with the younger crowd, so never let it be said that Bloodlust doesn't aim to exploit...er...please the younger generation! With quick hydraulic-loading action and GeneStick™ pistol grips, the Nova Auto Pistol is sure to please. **Skill: Firearms**



WA 0	WR 5	Range 50m	Ammo 30
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Bazookoid™ MkI, MkII

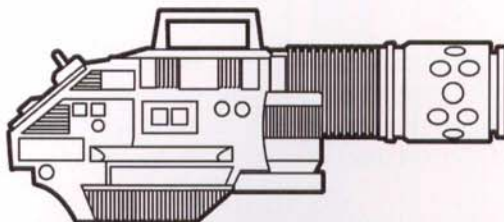
Piledriver's popular brand of mining lasers is now available for public consumption! Available in two models, the MkI and MkII, the Bazookoid's heat-seeking option and precision-tuned laser beam cut through just about any substance known to man. Just be sure to handle with the utmost care and never aim it at yourself or others. The MkII model has a shorter range but higher density power setting for even greater rock-searing potential. Both models make a fantastic offensive weapon, even in the hands of a child (not that we advocate such things, but still, they make a great gift for the kid who has everything). **Skill: Firearms**



MkI

WA *	WR 6	Range 100m	Ammo 30
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*WA +1 (seeker rounds), +0 (standard rounds)



MkII

WA *	WR 6	DB +2	Range 80m	Ammo 30
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*WA +1 (seeker rounds), +0 (standard rounds)



Bazookoid™ Pistol

For those precise, delicate rock-pulverizing jobs, Piledriver's mining laser comes in a pistol! Perfect for the miner on the go, this tool also makes a handy weapon when claim jumpers or polymorphs show up to the party. **Skill: Firearms**



WA +1	WR 5	DB +1	Range 70m	Ammo 30
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Escort Boots

Okay, so technically this type of footwear is used to keep prisoners in line and flight risks in check, but the ever-diligent researchers at Bloodlust Arms have re-designed the boots' functionality and usefulness. The personal defense manufacturer has spared no expense with its latest Fight or Flight™ responsive subsystem, installing it into a fashionable design that's both comfortable and *tres chic*! Now you no longer have to stand idly by as some maniac with a Laser Bone Saw takes a swipe at your head. Once your adrenaline kicks in, so do these boots, which run when faced with danger. Just be sure to have them on when you're being attacked.

Reality Check: The Escort Boots award a +2 bonus to the Target Number when used in conjunction with the Athletics skill for dodging an attack.

Flak Vest

Getting shot at is absolutely no fun, and being wounded is a sure-fire way to make a bad day downright miserable. But not so if you're protected with a Bloodlust Arms Flak Vest!

Not only does this stylish vest come complete with pockets, attachment points, and harnesses, but it's also engineered with the latest in polymicrofiber compound mesh threadlike components so bullets and other projectiles bounce harmlessly off the wearer... somewhat.

Reality Check: The Flak Vest provides AV5 against projectiles and melee weapons only (for instance, auto pistol and machine gun rounds, crossbow bolts, clubs, etc.). It is useless against all other attacks (like lasers).



RED DWARF

Weapons and Defenses

Garbage Cannon

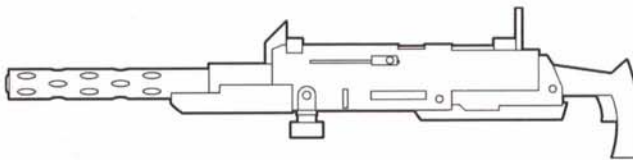
If reducing your foe to a bloodstain on the carpet isn't your bag, then why not try a little something different? Bloodlust's Garbage Cannon is less deadly than a particle accelerator cannon, but more "offensive" than the rawest (is that a word?) sewage known to man! The Garbage Cannon converts fresh refuse into powerfully strong irradiated methane particles able to short out ship systems and knock out the toughest foe! And it makes them toss their cookies as well!

Skill: Heavy Weapons

WA 0	Range 1km	Ammo 10
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Reality Check: When opponents are successfully hit with a Garbage Cannon they don't suffer the normal effects of damage. Instead, the target vehicle's control systems are neutralized for the firer's success margin in rounds and cannot maneuver. All integrated weapon systems are affected, but independent (non-integrated) weapons can still be fired. Any non-protected crewmember suffers a -2 to all Skill Checks for the duration of the stink, and must make an Endurance check (at -2) to avoid losing his lunch. A helmet, vac-suit, or oxygen mask qualifies as protection. Although mechanical characters are not affected by the smell, the radioactive garbage particles slow their systems for the duration, thus the effects are the same as for humans.

Heavy Machine Gun



The Punisher HMG is Bloodlust Arms' newest entry into the heavy arms market, and boy, does this thing pack a wallop! Constructed from heavy-gauge, space age polymers and engineered with aesthetics in mind, the

Punisher is not only a sturdy weapon capable of raining fiery death, but it makes a great fashion accessory, too! The Punisher is available in two designer colors: Gunmetal Blue or Bitchin' Chrome. **Skill: Heavy Weapons**

WA -1	WR 7	DB +1	Range 100m	Ammo 100
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The Punisher is capable of firing single shots, three-round bursts, as well as having an auto-fire mode.

Incinerex

Whether you use it for mining operations or just have the urge to blow something to smithereens, Piledriver's Incinerex™ will get the job done...in a flash! We don't have to tell you that blasting plastic is highly explosive, so exercise caution when placing Incinerex. Available with timer or remote detonator (100 meter range).

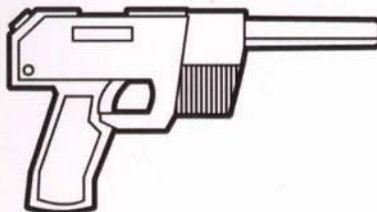
WR 10	Range 10m
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Use is based on the Demolitions skill, for placement and timing of detonation.



Laser Pistol

We could tell you that Bloodlust's line of fine laser pistols operate by firing a tightly focused beam of coherent light through a sub-dermalized propensic titanium firing chamber, or that Venusian power crystals generate a solid-state tachyon blast which projects a bolt of charged particles through said sub-dermalized propensic titanium firing chamber, but really, we have no idea how these things work. And that's okay, because Bloodlust's A15 Laser Pistols are easy to maintain and fun to use. Just point, aim, and shoot the hell out of whatever crosses your path! You're bound to hit some time with the A15's patented Fire and Forget™ technology. **Skill: Firearms**



WA +1	WR 5	Range 80m	Ammo 20
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Laser Cannon

Ditto for Bloodlust's A30 Laser Cannon, but now you can shoot things from a greater distance, giving you more time run if you miss your target, who'll surely be angered with you for taking potshots at him. **Skill: Heavy Weapons**

WA +1	WR 9	Range 1km	Ammo 30*
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* The weapon can be routed to the ship's power systems for unlimited Ammo, but runs the risk of overheating with use (the gun automatically shuts down for one round after 5 rounds of successive firing).

Missile Launcher

Purchase a Bloodlust RocketMan™ brand missile launcher today and receive one free OGOC (Oh God, Oh Crap) missile! Each RocketMan™ unit comes complete with a padded shoulder stock attachment, NeuroNet HUD sight, and a 30-day free life insurance policy should you insert the missile the wrong way. **Skill: Heavy Weapons**

WA +1	WR 10	Range 10km	Ammo 1
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Requires one round to reload.

Pulse Missile System

Mounted on all Space Corps External Enforcement Vehicles, the pulse missile system is a fearsome weapon indeed. Capable of pulverizing an asteroid into fine particles, pulse missiles are accurate to 10km and can reduce most ships to slag in nanoseconds. If you get caught by an EEV, be sure you have a good lawyer, or a really fast ship. **Skill: Heavy Weapons**

WA +1	WR 12	Range 10km	Ammo 1
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Requires one round to reload.

Weapons and Defenses (cont'd)

Limpet Mine System

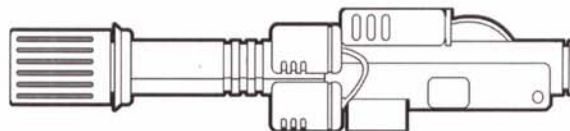
Stock equipment on most Class 2 JMC transports, this handy piece of equipment unloads from 1 to 20 mines in a variety of dispersal patterns.

WA 0	WR 10	Range N/A	Ammo 20
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Requires a successful Computer Ops. check to deploy mines. Once deployed, each mine has a Target Number of 9 to hit an enemy vessel (roll vs. opponent's MAN check). Requires 2 rounds to load each mine into the dispenser unit.

Particle Accelerator Cannon

Ever wanted to reduce your enemies to steaming piles of green goo? Well, the R&D boys at Bloodlust Arms have, because they've just developed the next best thing to napalm! The PAC-9000 utilizes advanced energy acceleration technology to fire clusters of super-heated tachyon particles, hurtling instant fiery death toward your opponent. Get yours today! **Skill: Heavy Weapons**



WR 11	Range 2km	Ammo 10*
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**The weapon can be routed to the ship's power systems, but runs the risk of overheating with use (the gun automatically shuts down for one round after 4 rounds successive firing).*

Reflec Vest



What could be worse than being shot at by a crazed simulant with an A30 Laser Cannon? We'll tell you: being shot at by a crazed simulant with an A30 Laser Cannon when you're not properly protected!

Bloodlust Arms offers the discerning spacer a solution to the problem of being a target. Watch the look on your opponent's face as those searing hot laser beams bounce harmlessly off your brand-spanking-new Reflec Vest. Comprised of light, highly reflective polished metal fibers, the Reflec Vest reflects incoming laser fire, harmlessly dissipating it and allowing you to concentrate on returning fire to the smeghead who blasted you in the first place!

Please note that the Reflec Vest will not withstand the intense heat emitted by flamethrowers, plasma cannons, and small nuclear warheads, nor will it deflect pistol, rifle, or machine gun shells. Tough break, eh?

Reality Check: *Reflec Vests provide AV5 protection against all laser-emitting weapons, such as Bazookoids, Laser Pistols, and Laser Rifles. It is useless against all other attacks.*

Vac Suit

No safety conscious deep space traveler would be caught dead without wearing a vac suit while traipsing around a non-atmospheric environment. Well, actually, he would be dead, traipsing around a non-atmospheric environment without a vac suit. So, it's probably a good idea to have a few of these things lying around for good measure.

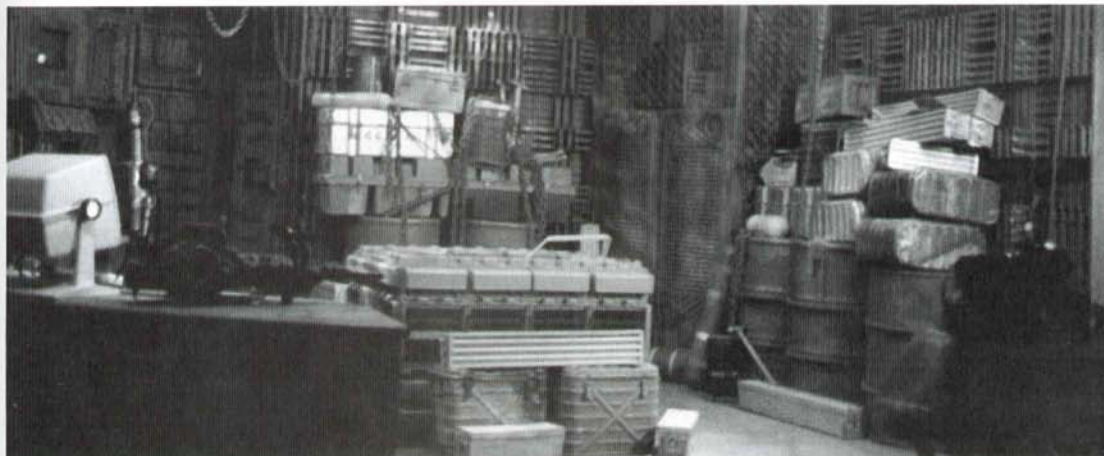
Reality Check: Not only will the vacc suit protect the wearer in caustic and non-atmospheric environments, but it also has the added benefit of affording a bit of protection (AV2) where it counts - all over.



Archaic Weapons

Blackjack	WA +2	WR 1 (stun)			
Club	WA -1	WR 2			
Composite Bow	WA +1	WR 3		Range 80 meters	
Crossbow	WA 0	WR 3	DB +1	Range 60 meters	
Fire Axe	WA 0	WR 3			
Hatchet	WA 0	WR 1			
Large Knife	WA 0	WR 1	DB +2		
Revolver	WA 1	WR 4		Range 30 meters	Ammo 6
Shotgun	WA *	WR 5		Range 150 meters	Ammo 5
*The shotgun has a WA of +1 for one-half range or less; -1 WA for more than one-half range.					
Small Knife	WA 0	WR 1			
Spear	WA +1	WR 3			
Sub-Machine Gun	WA 0	WR 4	DB +3	Range 60 meters	Ammo 25
Sword	WA +1	WR 3			
Whip	WA +2	WR 1	DB -2*		

*The negative damage bonus represents the whip's function as a weapon used primarily for entanglement and not to wound.



Bits and Bobs

Battery Packs

All energy powered weapons in the SCABBY catalog are specially engineered to utilize a single power source: the battery pack. And they're rechargeable, too! Now, you no longer have to carry around those cumbersome power backpacks, which are undeniably a fashion *faux pas*.

Reality Check: While Battery Packs essentially perform the same function, the rate at which they recharge differ. Laser Pistols are fully charged after 2 hours; Laser Cannons and Bazookoid MkI's at 4 hours; Bazookoid MkII's and Particle Accelerator Cannons reach full charge at 6 hours. Just plug into any recharge bay on your vehicle.

Caseless Ammunition

Never deal with spent, burning hot shells ever again when you use Crapola's brand of caseless ammunition. That's all we have to say about it, really. There's nothing more to explain. In fact, if you don't know what caseless ammunition is then you have no business firing a weapon.

Reality Check: Red Dwarf - The Role-playing Game makes no distinction between ammunition caliber, so for all intents and purposes the damage is reflected in the respective weapon statistics...after all, you're not playing Red Dwarf for realism...right? Oh God, please say you're not playing it for realism!!

Cybernetics

In the last several millennia, human medical breakthroughs have included complex cybernetic replacements for human organs and limbs. Later, these technological wonders were rendered obsolete by advances in biological regenerative techniques. Unfortunately, since humanity's departure from the universe at large, the latter has been forgotten and the former consists of bulky, malfunctioning crap. What's worse, no one left an instruction manual.

Anyone considering cybernetic replacement should be aware that most parts are larger than their "meat" counterparts, and can take a week or more to adjust to the wearer's brain patterns for proper response. Some limbs have also been known to act on their owners' subconscious desires, which can be a bit of a social obstacle, especially with members of the opposite sex or dire enemies present.

As stated in the **Personality** section (page 33), characters with the Liability of Missing Limb can offset the associated Skill Check penalties by installing a cybernetic replacement part; however, the replacement carries its own set of problems:

Cybernetic parts are generally old and prone to malfunction, shutting down completely on a fumbled Skill Check (natural 12) involving the limb in question.

If a replacement part is built from scratch (Repair check and Medicine check, both at -2); it is still vulnerable to electromagnetic fields (stay clear of the microwave in the galley). Any cybernetic part, whether homemade or scavenged, within an EM field will shut down on a roll of 9+ on 2D6. It is up to the AI to determine when a character has come within a strong enough EM field to require the roll. Leaky appliances and atomic power packs are usually enough to shut down someone's cybernetic body part.

In some cases, EM shielding may be possible, using bits of futuristic plastic casings and/or stale pudding crusts (the most impenetrable substance in the known universe). To create EM shielding for a cybernetic limb, one must have an amount of casing sufficient to cover the part, and a successful Repair check (no modifier). The limb in question is now invulnerable to EM fields, but suffers half the original DEX or AGL Skill Check penalty, due to the extra bulk (round down, with a minimum of -1).

Chapter Nine:

SHIPS

Science fiction without space vessels is like running a marathon with loose fitting boxer shorts - uncomfortable and wobbly. Okay, so maybe that's not the right analogy, but the point is that they're just as important to the story as are the locations, characters, and really cool technological thingies that you wish really existed, yet couldn't afford them even if they did. And anyone who says that spaceships and their related gadgets are not essential to a good sci-fi story can just try flapping their arms to the next planet.

Like any good science fiction milieu, *Red Dwarf* is chock full of ships from the eponymous, behemoth mining vessel to the small interstellar transports and shuttles that resemble backyard insects.

Unfortunately, none of them are particularly attractive...or useful...or designed with any particular engineering plan in mind, but they do have cool names, and you wouldn't be able to play this game without them. Unless, of course, you want to play a group of unintelligent Kinitawowi stuck in GELF Space, or ravaging mad mutton vindaloo beasts hanging out down at the pub.

Ship Statistics

Much like characters in *Red Dwarf*, ships in the game are designed around several primary and secondary statistics, or stats. The primaries are **Speed (SPD)**, **Maneuverability (MAN)**, **Shields (SHL)**, **Hull (HUL)**, and **Weapon Data (WA/WR/DB)**. Secondary stats include **Size** and **Crew**. All of these are quantifiers that help determine things like what the ship is capable of doing, how fast it can maneuver in combat (or otherwise), and how much butt it can kick when pitted against,

say, a Space Corps External Enforcement Vehicle gunning for your hides. Listed below are brief descriptions for each stat. Please refer to **Ship & Vehicle Combat**, page 49, for information on how these stats are used in play.

GROUND CONTROLLER: Well that's as maybe, but I need a little proof you can fly that thing.

CAT: Fly!? I can make this thing dance!

- Back in the Red Part 3, Series VIII

Crew: This lists the minimum number of people required to operate the vessel. Obviously, larger ships need larger crews, while smaller ships need fewer people to work it. There, that was simple, no? The number in parentheses is the total passenger capacity of the ship, including operational crew.

Hull (HUL): This represents the structure of the fuselage; how resilient it is to damage without being blown into a million tiny pieces once the shields have been shut down.

Maneuverability (MAN): When used in conjunction with SPD, this stat measures a ship's ability to shake its booty during flight, combat, landing, etc.

Shields (SHL): Shields operate on an ablative energy dissipation system and are used as a first line of defense for the ship's Hull. Without them, another ship's weapons would likely blow through the hull with a few well-placed shots.

Size: This stat is really only important during combat scenarios when using the **Close or Pull Away** maneuvers (page 49). Sizes are as follows: Small (pods, personal skiffs, space bikes), Medium (shuttles, transports, starfighters), Large (scout ships, pioneer/science vessels, simulant destroyers), Bloody Huge (deep space mining/cargo ships, mobile space docks), and Immense (space stations, small planetoids).

Speed (SPD): This stat determines how fast the ship can move in grids. It is combined with MAN and a character's Pilot skill when certain maneuvers need to be determined.

Weapon Data: If a ship has offensive weapons, its weapon stats will be listed here. They include the weapon's accuracy, rating, and damage bonuses.

The Ships

JMC Blue Midget

This cute little space transport vessel, while incapable of traveling through interstellar space, is perfect for ship-to-surface travel. In fact, with its off-road treads (Mark I) or walker legs (Mark II), the *Blue Midget* can traverse any type of harsh landscape (except perhaps the floor in a multiplex cinema). Additionally, the *Blue Midget* is smaller in size than its cousin, the *Starbug*, but nonetheless can seat four human-sized occupants comfortably, provided they don't bring along too much crap or fill up the cargo hold with coolers full of beer. Neither model of the *Blue Midget* is fitted with offensive weapons, so you're on your own.



Mark I

Type: Treaded ship-to-surface transport

Size: Medium

Crew: 1 (4)

SPD 3

MAN 2

SHL None

HUL 20

Weapons: None



Mark II

Type: Walker-enabled, ship-to-surface transport

Size: Medium

Crew: 1 (4)

SPD 3

MAN 2

SHL None

HUL 20

Weapons: None

SS Centauri

No one really knows when this ship was first commissioned or for whom. Reports conflict, but those in the know have narrowed its launch date to either the 21st, 22nd, 23rd, 24th, 25th, 26th, or 27th-century. Although, it could even have been built in the 29th-century. Whatever. The bottom line is that this ship is older than a neglected Series 4000 mechanoid with a faulty motherboard that's gooped up on Outrozone.

Long-range cruisers are quite popular with the jet-setting simulant crowd, and in fact the S.S. *Centauri* was piloted by a rogue simulant, its GELF partner and mechanoid manservant before being destroyed by bad feelings.

The ship has some of the largest rear-engine thrusters known to humanity, and with its crystalline turbine drives, the ship can reach near-light speeds in the blink of an eye.



Type: Long-range cruiser

Size: Large

Crew: 2 (12)

SPD 4

MAN 3

SHL 2

HUL 30

Weapons: Laser Canon (1, turret); WA+1, WR8.

Enlightenment

This wonder of space vessel technology is engineered entirely out of light. In fact, its hologramatic design allows the ship to travel as accelerated tachyons through wormholes and star gates. The downside is that a holoship can only accommodate and be crewed by holograms, who consistently enjoy an effective reality wherein they can touch, feel, and move about the ship as if it were a substantial hunk of metal.

The ship has many onboard features and accoutrements, such as galleys, crew quarters, lounges, and sports and sexual recreation rooms; all enjoyed by 2,000 personnel, the ship's maximum occupancy. Additionally, the holoship has a technologically advanced means of transporting its crewmembers from any location in its interior via a remote hologrammatic beam projection unit.

Due to the ship's physical makeup, or lack thereof, the holoship cannot be damaged by traditional weapons and thus has no need for shields or a hull rating, for that matter.



Type: Holoship

Size: Large

Crew: 4 (2,000)

SPD 3

MAN 2

SHL None

HUL None

Weapons: None

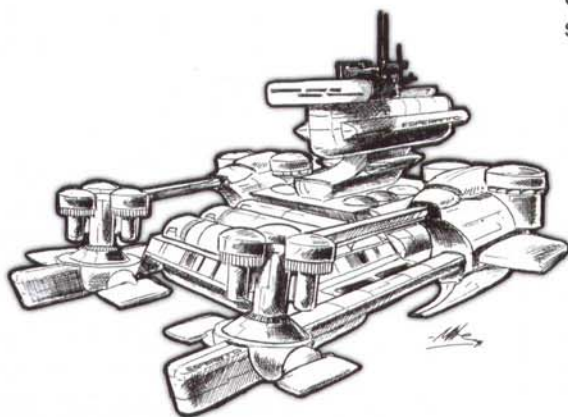
SSS Esperanto

This Nautical-class vessel is an aquatic scout ship sent to explore any given world's deep oceans and seas. Its secondary purpose is to "seed" those oceans in order to encourage life on otherwise lifeless worlds.

In particular, the SSS *Esperanto* has 12 levels that house everything from officer and crew quarters, to the main engine room, to the vessel's large sonar sphere. Speaking of which, the sonar sphere contains more than 1,000 passive

sonar hydrophones and serves as the heart of the vessel's detection system, capable of locating undersea objects from many kilometers away. Additionally, the *Esperanto*'s seeding pods are located just under its ballast trim tanks, allowing the vessel to propagate seeds while on the surface or under water.

Unfortunately, even with its unique design, the engineers screwed the pooch big time, placing the crew quarters right under the Auxiliary Machine Room, making for some very cranky crewmembers prone to violent outbreaks and sleep-deprived hallucinations.



Type: Nautical-class seeding vessel

Size: Large

Crew: 3 (400)

SPD: 0

MAN: 1

SHL: 3

HUL: 30

Weapons:

Laser Canon (1, turret); WA+1, WR8.

Limpet Mines (50); WA0, WR10.

Space Corps External Enforcement Vehicle

Deployed to the farthest reaches of deep space, Class A EEVs were the Space Corps' somewhat haphazard attempt at protecting their ships and installations from looters & pirates. Fat lot of good it did them. True, an EEV is a fearsome machine, resembling a giant steel tit and sporting an advanced cloaking device to sneak up on its quarry. But over the centuries, many have broken down or been destroyed by GELF raiders and simulant crews, so they are thankfully rare. Spherical

in design and mounting a heavy laser cannon and pulse missile launcher, the orb patrols a pre-programmed sector, seeking out criminal activity and dispensing frontier justice. If you have trouble understanding any incoming communication, chances are its voice module may have been scrambled as a side effect of de-cloaking. In any case, if you've been doing any "shopping" on Space Corps derelicts, there of out smeg the get and reheat the hit to want may you.



Type: Class A automated law enforcement vehicle

Size: Medium

Crew: 0

SPD: 4

MAN: 5

SHL: 2

HUL: 20

Weapons:

Laser Cannon; WA+1, WR8.

Pulse Missile System; WA+1, WR12

GELF Ship

Don't let its looks fool you, mate. Sure, GELF ships often resemble vacuum cleaner canisters attached to a pair of plastic dime-store water pistols, but this nimble space vessel can really ruin a spacer's well-planned day. Typically, GELF ships don't exactly come hot off the factory assembly line, with groovy little standard features like positronic navigational systems, Delta V mass reaction thrusters, fuel electrolysis units, leather bucket seats and air conditioning. Rather, each is a unique configuration built to suit the needs of its captain. In any case, they're still dangerous vessels when piloted by a jilted GELF bride and her angry family.



Type: GELF designed attack/pursuit vessel

Size: Medium

Crew: 1 (4)

SPD 2

MAN 3

SHL None

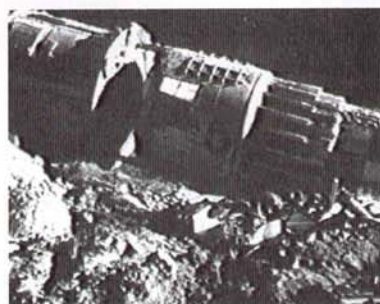
HUL 20

Weapons:

Laser Cannon (2, fixed-wing); WA+1, WR8.

Nova 5

The *Nova 5* is an all-purpose scouting vessel utilized by the Jupiter Mining Corporation to scope out a mineral-rich world before sending in the giant mining ships, which then proceed to suck the life out of said mineral-rich world before moving on to the next planet. In addition, the scouting vessel has the capability to map star systems, using advanced cartographic subsystems. In order to traverse vast distances of uncharted space, the ship sacrifices luxury accoutrements in favor of large star drives and advanced astronavigation systems. To compensate, the *Nova 5* comes standard with a service mechanoid programmed to serve the crew's basic needs.



Type: Nova-class scouting vessel

Size: Large

Crew: 3 (8, plus 1 mechanoid)

SPD 2

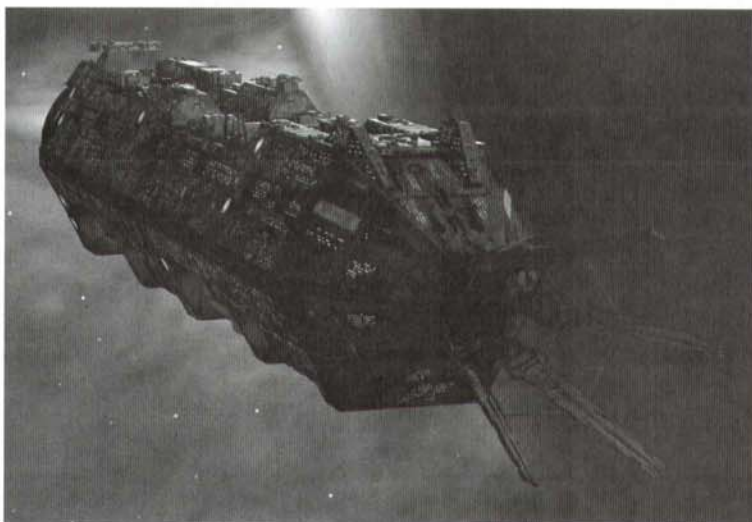
MAN 2

SHL 6

HUL 25

Weapons: None

JMC Red Dwarf



For game purposes, we have chosen to portray the *Red Dwarf* in its full, pre-cutback version. If an AI chooses to use the early-series version of *Red Dwarf* for a particular game, the design may be scaled down in any way he sees fit.

Quite possibly one of the Top Ten Largest Things Ever Built, followed closely by its late-but-newly-resurrected commanding officer. Presumably the only one of its type still in existence, the *Red Dwarf* Jupiter-Class mining vessel is more than 9,000 meters long and more than 3,000 meters wide. It contains nearly 2,600 levels, a small moon embedded in its ventral side, and a massive forward scoop that sucks hydrogen currents from space, converting them into fuel.

Built by the Jupiter Mining Corporation as its flagship mining vessel, the ship has the capacity to house exactly 1,169 personnel and one hologram (although more than one may be supported for limited runtimes if non-essential systems are powered down). And since the *Red Dwarf* needs to supply its crewmembers with a wide variety of diversions, the corporation saw fit to include more amenities than should be allowed on a Caribbean holiday. Some of the more important facilities include: a Karaoke Bar

(complete with DJ in a bad tuxedo), a fully serviceable research laboratory, a brig fashioned after an old earth penal colony, a cinema complete with over-priced food and sticky floors, an officer's club and drinking establishment called Parrot's Bar, and more pubs, nightclubs, and restaurants than you can shake a chicken soup nozzle cleaner at!

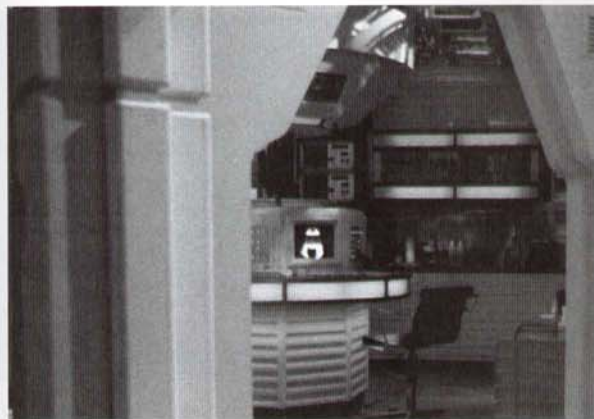
But not all of the ship's facilities are built for entertaining its crewmembers (the Corporation doesn't pay its employees to lounge around all day like lazy gits, after all). It has a full compliment of

accommodations as well. Most crewmembers are relegated to sleeping and living in cramped twin bunk or twin single quarters, but the officer's quarters are naturally far superior. For those who have suddenly come down with a case of Space Mumps, *Red Dwarf* also features a fully operational medical suite complete with a snooty doctor who thinks he knows everything (or at least he did before the unfortunate radiation leak) and candy-stripers. Just don't get any funny ideas with them or you might end up being examined for piles rather than the flu.

Of course, the ship's primary function is to mine and process ore before transporting it back to Earth from the outer colonies. To facilitate such a function, the *Red Dwarf* has a powerful star drive (nestled comfortably in a Drive Room, no less), numerous cargo holds, supply pipes, and a cargo bay large enough to fit Ace Rimmer's ego.

You might think that finding your way around





such a large vessel might be difficult, but thanks to the "Small Rogue One's" color-coded corridors, you'll never be at a loss to find the nearest botanical garden, security deck, or locker room. Just be sure to stay out of White Corridor 159, there's a particularly nasty radiation leak emanating from one of the drive plates, plus Chicken Soup Dispenser 14B has a clogged nozzle.

Making sure that all of these facilities, systems, subsystems, sub-sub-systems, and sub-sub-sub-systems are in proper working condition at all times is the ship's computer-an AI known as Holly, also known as the inventor of the new decimal sound "Hol Rock" and the inimitable Holly Hop Drive.

The following is a detailed listing of the more eminent sections of the Small Rogue One.

AR Suite: Of the many diversions aboard *Red Dwarf* the most popular among crewmembers is the Artificial Realty Suite - a wonder in diversionary entertainment technology. Of course, the JMC primarily had training in mind when they had the suite installed, but that didn't stop a few industrious crewmembers from smuggling aboard a few choice AR games like *Jousting™*, and *World War II™*. This particular unit installed aboard *Red Dwarf* has had its resolution density control enhanced, making for some female AR characters with really great pixels.

Botanical Garden: If all of the food prepared aboard *Red Dwarf* was preserved rations, the dining experience would be akin to feasting on processed chum. No, the JMC requires its officers and other personnel to be in tip-top shape at all times. With that in mind, engineers made sure to save a few acres for

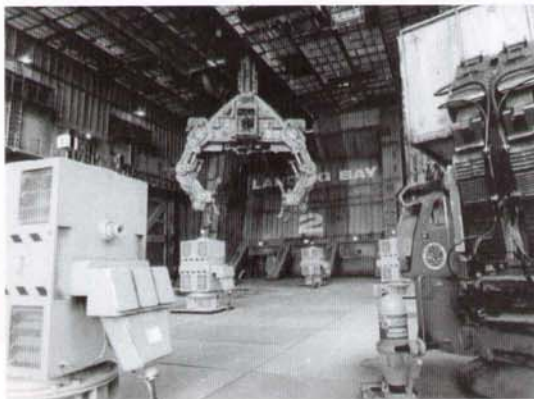
the installation of a botanical garden with the ability to grow all types of fresh fruits and vegetables. Unfortunately, it has overgrown a bit since the ship's commission, primarily because none of the crewmembers particularly like eating fruit and vegetables. And why would they when there's a chicken soup dispenser machine on every deck?

The grounds are also home to a wide variety of flora and fauna, forming a pleasant park complete with artificial sunlight. And while it is certainly nice to look at, prancing through shrubbery isn't as much fun as making out with a simulated femme fatale in the AR Suite.

Brig: Next to the ship's head and Captain Hollister's quarters, *Red Dwarf's* brig is not a place where crewmembers care to spend a weekend. The accommodations are worse than a room at a Scarlet Shingle Hostel, the staff is rude and abusive, and the television is busted, so that only the gardening channel comes in with a clear signal. It's pure torture, man.

Cinema: JMC engineers saw fit to designate a special area in *Red Dwarf* for the construction of a large 200-seat cinemaplex movie theatre. It has all the trappings, too: overpriced concession stands, dirty restrooms, sticky floors, and a full selection of first-run movies and 20th-century classics.

Drive Room: Most other spacefaring corporations call the bridge a bridge, but some bureaucratic literalist git insisted on calling *Red Dwarf's* bridge the Drive Room, which is funny really since one doesn't "drive" a ship. You can drive a hard bargain, or a team of mules, but one "pilots" a ship. In any case, the bridge of



Red Dwarf has every thing one would expect a huge mining ship to have: state-of-the-art navigational and sensory consoles; life support, damage, and thruster computers; transporter controls...oops, wrong ship.

Hangar Bay: No, this isn't some fancy term for a crewmember's closet. Rather, it's an area of the ship where all of the secondary vessels, like *Starbug* and *Blue Midget*, are kept and maintained. *Red Dwarf's* hangar bay is an immense area, roughly the size of a single American football stadium and field, but without the expensive food vendors and crowded restrooms with open-trough urinals.

Hologram Projection Suite: This large room serves as *Red Dwarf's* main hologrammic control area where holograms are created, stored and monitored.

Parrot's Bar: There are several restaurants, discos and nightclubs within *Red Dwarf*, but the most famous and widely patronized is Parrot's Bar. Situated on Deck G, this fashionable establishment is one of the more stylish recreational areas on the ship. Any drink known to man (and GELF) can be created from the bar's alcohol replicating machines, and there's even a swanky disco ball that flashes and spins to the beat of such notable bands as Colostomy Explosion, Johnny Chainsaw, the Screeching Weasels, and ABBA.

Penthouse Suite: One of the most prominent features on Deck A is *Red Dwarf's* pent-



house suite - 16-room, 9,000-square-foot living quarters filled with amenities like a gourmet chicken soup dispenser, real Corinthian leather furniture, a team of service skutters, and a naughty French maid android named Fifi.

Quarantine Bay: Level 47 holds an expansive quarantine bay that is used for the disinfecting of contaminated crewmembers, radioactive space objects, or Captain Hollister after he has eaten two dozen or so chili-cheese burritos; something that has happened on more than one occasion. Trust us, you do not want to walk behind that man after he's had a big lunch.

Science Lab: Who says living on *Red Dwarf* is all play and no work? In the interests of science (and to make a profit on the exploitation of valuable deep-space wreckage and cosmic relics) the Jupiter Mining Corporation constructed a mammoth science lab on Level 167, right next to the medical bay. Just about anything used to research and study scientific anomalies can be found in this laboratory. In fact, it is so well maintained and equipped that PCs performing research in the lab gain an automatic +1 bonus to all Intelligence and Science-related skill checks.

Stasis Booth: For the occasional stowaway or space bum with an allergy to work, *Red Dwarf* supports a single stasis booth. Because JMC mining ships are not intended for interstellar travel, the ship does not support stasis booths for the entire ship's compliment; rather, the single unit is recommended for emergency or disciplinary use.

Teaching Room: Crewmembers aboard *Red Dwarf* spend a lot of time in deep space, so it's natural that their skills and abilities will atrophy over time. To prevent the slow degen-



eration of crewmembers' minds, the mining ship has large teaching facilities filled with the latest advancements in educational technology. This is one area on the ship where ship's tech-

nicians can actually improve their lot in life. As an in-game element, AIs can rule that any PC who wishes to advance in a skill or pick up a new one must spend a certain amount of time in the Teaching Room before he can spend Character Points to improve skills.



Type: Jupiter-class mining vessel

Size: Bloody Huge

Crew: 3, or AI "autopilot" (1,169; one hologram; ship's AI)

SPD -1

MAN -1

SHL 10

HUL 40

Weapons: None

Simulant Vessel

This battle-class cruiser is a favored ship for marauding simulant commanders patrolling the dangerous rogue Sim hunting grounds. These massive ships may be slower than an overweight Pleasure GELF, but they sport quad laser turrets and carry a nasty STD. That's a Secure Transmission Device, for the uninitiated. This device can relay the potentially deadly Armageddon-class virus that will freeze a ship's navicom system while playing havoc with its network links and subsystems. To successfully launch the virus, the simulant operator must make a successful Computer Ops check. Once initiated, the only way to counteract the virus is to launch a software antidote called a Dove Program, which spreads through the infected systems, cleansing the corrupted sectors. See **Medibay**, page 120.

Type: Simulant battle-class cruiser

Size: Large

Crew: 4 (400)

SPD 1

MAN 2

SHL 6

HUL 25

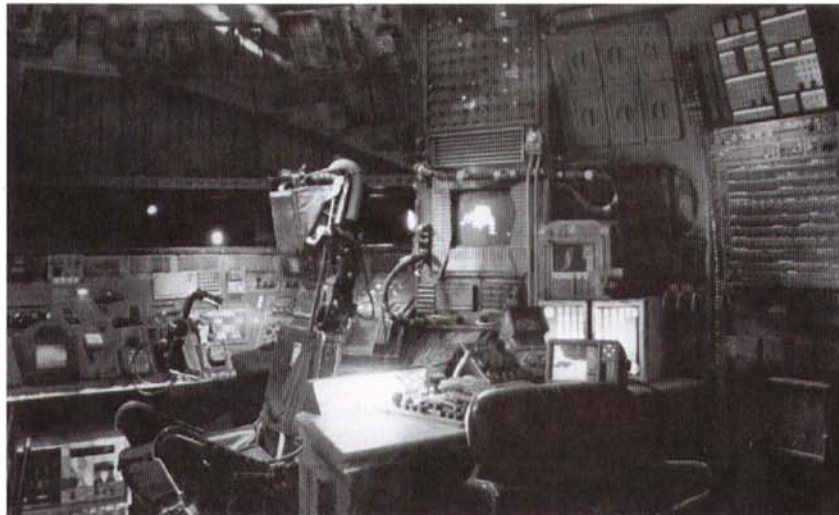
Weapons:

Laser Canon (4, turret); WA+1, WR8.

Secure Transmitter Device



JMC Starbug



A Class 2 transport vessel, the *Starbug* is truly a workhorse, fully equipped for underwater salvage, ground transportation (via retractable... um... tracks), and even interstellar flight (with the addition of a star drive). Despite the ship's apparently limited external size, the vessel features enough space for a medical suite, crew

quarters, a galley, and a four-man bridge. It also has the capability to network a mothership's on-board AI and a small number of stasis cryo-chambers for long treks.

Unfortunately, the *Starbug* does not come standard with a shield defense system, but that shouldn't matter anyway, considering that the ship is engineered from the same material as its black box recorder, rendering it indestructible (that is, unless you crash land on an asteroid, or take a well-placed shot to the midsection from a Particle Accelerator Cannon). Additionally, the *Starbug* contains an advanced cloaking device for those times when discretion is the better part of valor (when activated, it becomes invisible to the naked eye and imposes a -2 penalty to any Computer Ops. check when used to detect the ship).

Type: Class 2 ship-to-surface transport

Size: Medium

Crew: 1 (sleeps 4, can support 1 hologram plus the ship's AI)

SPD 3

MAN 3

SHL None

HUL 20

Weapons:

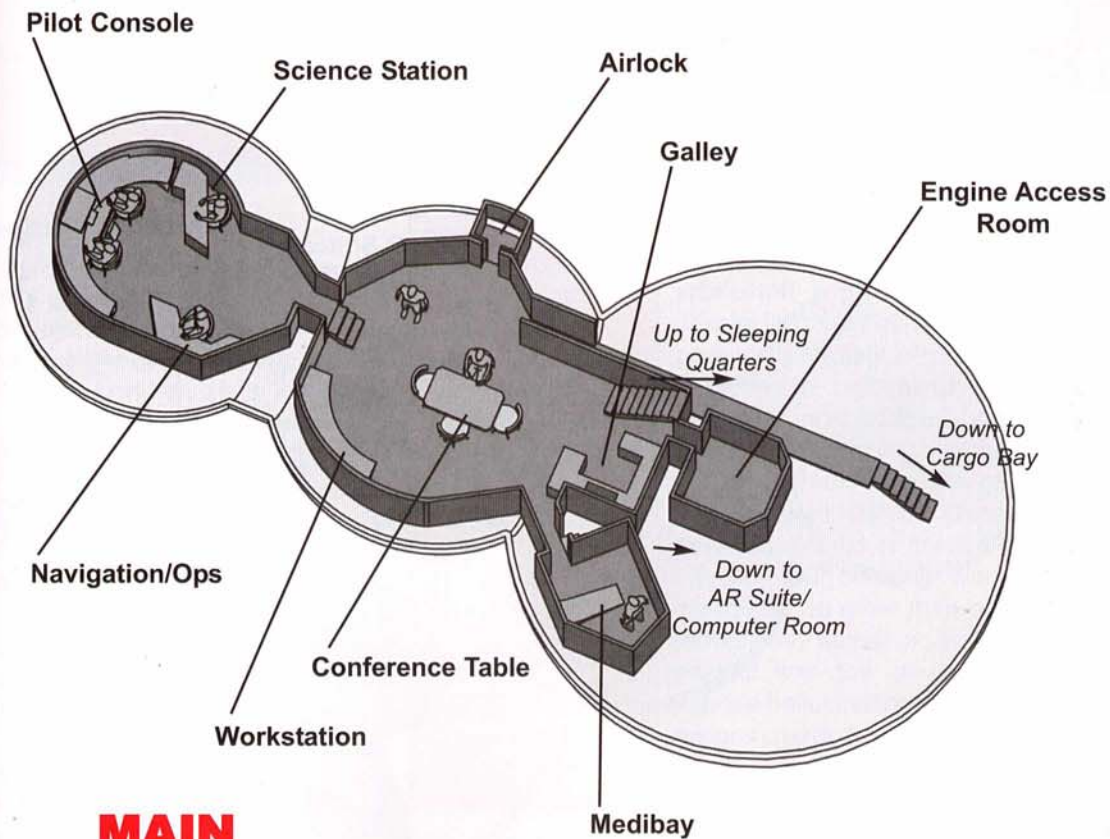
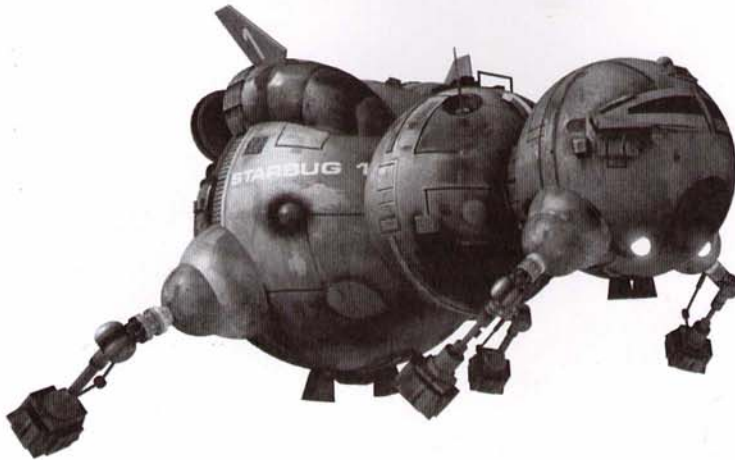
Limpet Mines (20); WA0, WR10.

No other stock weapons, but mounting space for up to 2 turrets.



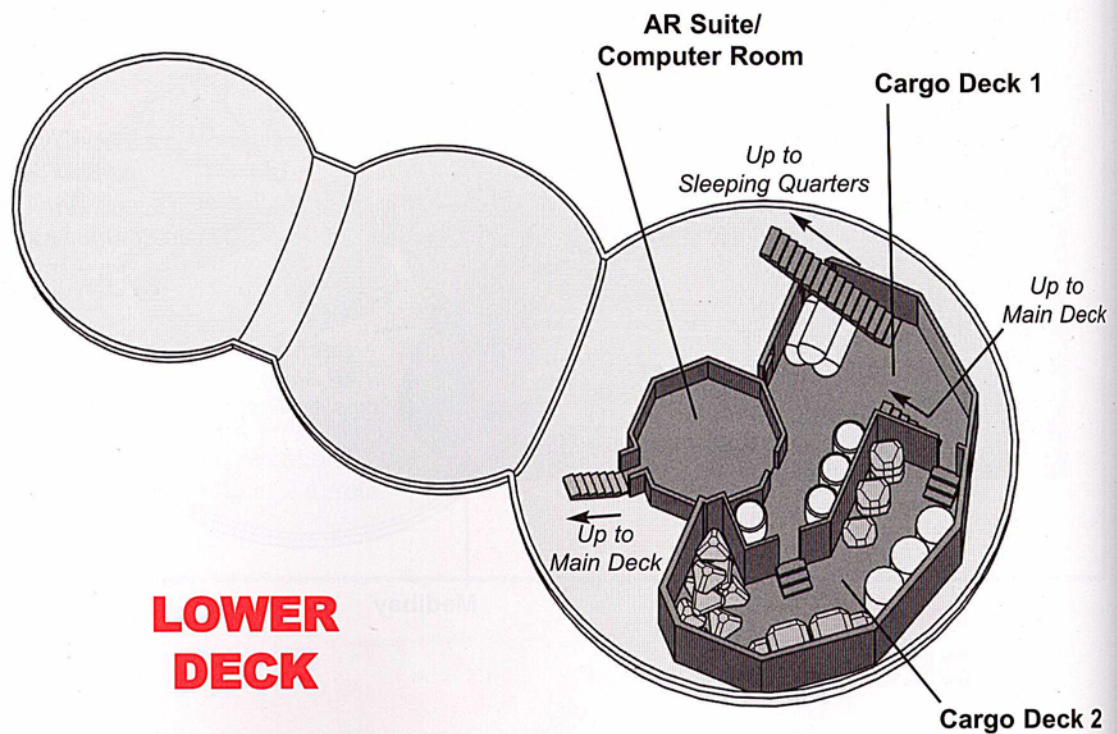
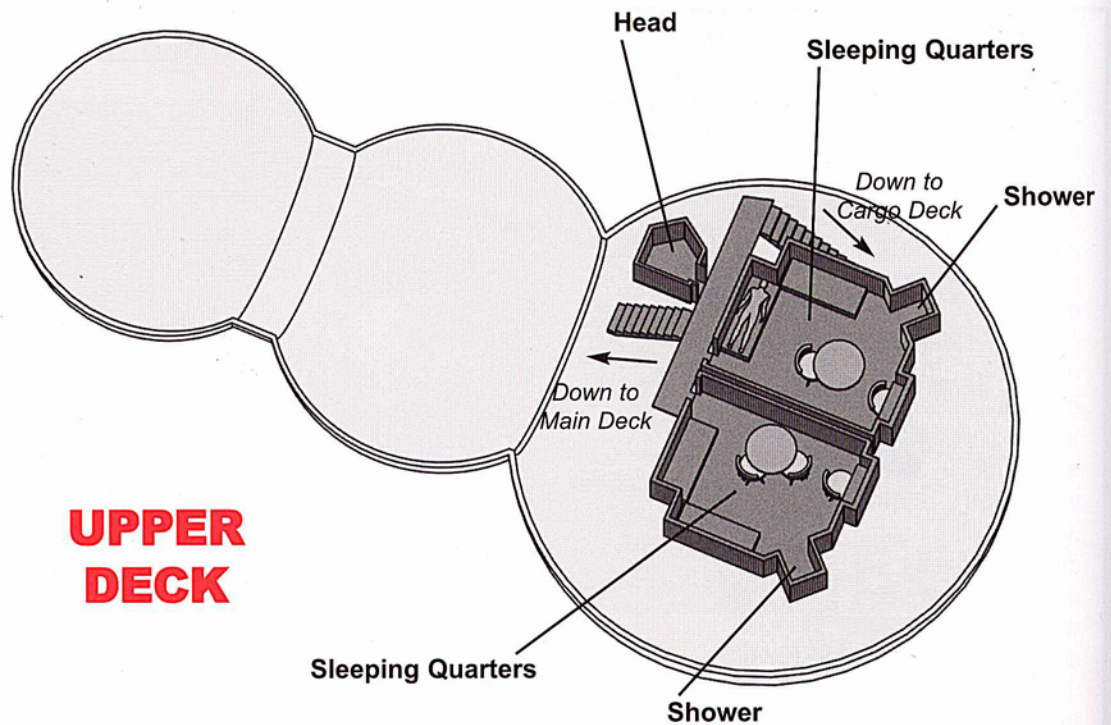
SHIPS

Starbug Interior Schematic



**MAIN
DECK**

Starbug Interior Schematic (cont'd)



Chapter Ten:

CREATURES and OTHER BEINGS

KRYTEN: What about the Space Corps Directive which states, "It is our primary overriding duty to contact other life forms, exchange information, and, wherever possible, bring them home?"

RIMMER: What about the Rimmer Directive which states, "Never tangle with anything that's got more teeth than the entire Osmond family?"

- Polymorph, Series 3

Despair Squid

Found on some of the less successful Space Corps Enhanced Evolution planets, the Despair Squid signals the end of the fledgling ecosystem on any world on which it evolves.

This aquatic monstrosity is propagated by the Enhanced Evolution Project, a scientific procedure wherein Space Corps engineers seed a planet with the various basic components required for the generation of life, such as amino acids and proteins. The process of evolution is then force-accelerated. Millions of years of evolution can be carried out in a few days, but unfortunately, the standard mix of preparatory chemicals used by the Space Corps typically produces a Despair Squid within days of the project's onset. The Despair Squid then proceeds to kill everything else in the ecosystem and attacks any Space Corps vessels sent to examine the progress of the planet.

AGL 4
Self-Defense 3
Stealth 2
DEX 4
STR 9
Swim 4
Endurance 2
Strength Feat 4
PER 2
Awareness 2
INT 1
WIL 3
Intimidation 3
Resist 5
INIT 6
SHRUG 6
SAVE 12
Fear Factor 0

The Despair Squid is of a truly massive size, able to rip open the hull of a spacecraft if given the chance. Yet despite its great size the creature is not particularly resilient; most weapons easily wound it. Unfortunately, its prey is normally incapacitated long before there is any chance to attack.

When hunting, frightened, or just having a bad day, the Despair Squid releases a cloud of ink-like chemicals into the surrounding water. These chemicals do more than block vision, though; any humanoid that comes into contact with the cloud suffers from intense hallucinations. These hallucinations create despair in those affected by playing on the victim's worst fears and insecurities. Those who fall prey to the hallucinations of the Despair Squid

usually end up taking their own lives, unable to deal with the sadness brought on by the hallucinations. The defensive chemicals affect all known life forms, including androids and animals, and



Hi, buddy! So let's say you're out investigating shiny things, when all of a sudden you come face to face with a slobbering, terrifying mutant with sunken eyes and big ol' gnashing teeth (and I'm not talking about my monkey friend Cloister before he's had his morning coffee). The first thing you want to do is make yourself look big! Get all up on your tippy-toes and go "RAA00000WWWWWWWW!" If the hideous flesh-eating mutant isn't impressed, you should definitely follow Plan B. That's when you check to make sure you were wearing brown trousers to start with.

penetrates most air filtering systems. This despair-inducing ability is why ecosystems rarely survive the introduction of the Despair Squid; soon, every life form on the planet looks for a way to end its sad, pitiful existence.

Additionally, these hallucinogenic chemicals help form a bond between all those afflicted, allowing victims to be present in each other's hallucinations and share the experience.

Special Abilities

Huge: The Despair Squid is so huge that it has three extra levels of the Roughed Up Wound Status.

Despair Cloud: The Despair Squid can exude a cloud of despair-causing chemicals in a 1,000-meter radius around itself. Any creatures caught within the chemical cloud must make a Resist

check with a -4 penalty or succumb to the hallucinogenic effect of the squid. The AI can then roleplay the hallucinations, forcing the characters to face their worst fears, or the AI can simply wimp out and require the affected characters to make a Resist check with a -2 penalty, or end their pitiful existence 2d6 minutes after the hallucination begins.

If a Resist check is successful, it doesn't necessarily mean that the victim has shrugged off the attack, rather, the target will remain lucid for his margin of success in minutes before finally succumbing to the hallucination.

It should be noted that holograms, while immune to the physical effects of the toxin, will begin to play along with the group psychosis as a byproduct of their hallucinations.

Emohawk

Polymorphs are generally psychotic killing machines bent on eating the emotions of others. But if you snip off their nibbly bits at a young age they make great house pets. However, the nutritional value of human emotions remains valid, so one had best be careful.

Emohawks are one of the few examples of polymorphs that can be relatively domesticated. Raised and owned by the Kinitawowi tribe of GELFs, they are trained to change shape on command of their owner and feast upon the emotions of those the owner indicates. Once harvested, these emotions are used by the Kinitawowi as a trading commodity. Harvested emotions are thought to be an aphrodisiac among the many GELF species.

Emohawks enjoy hunting and causing trouble, often showing a deep understanding of humanoid behavior due to years of experience with their keepers. Because of this they will often assume shapes familiar to their prey, fooling unsuspecting smegheads into picking up an emohawk or even wearing one. Needless to say, emohawks are widely feared.

Domesticated Emohawks do not show the propensity that untamed polymorphs have for changing into forms that evoke strong emotional responses before feeding. Emohawks that have been

neutered are limited by size constraints and can only take the form of something human-sized or smaller.

Special Abilities

Emotion Leech:

Like all polymorphs,



CREATURES

AGL 4
Self-Defense 2
Stealth 3
DEX 2
STR 3
Climb 3
Swim 1
Endurance 2
Strength Feat 1
PER 4
Awareness 4
Con 6
Tracking 4
INT 1
WIL 2
Cool 2
Intimidation 3
Resist 4
INIT 8
SHRUG 3
SAVE 5
Fear Factor 0

the Emohawk feeds by sucking the emotions out of its victims. It does this by making a successful Con check against its victim's Awareness (opposed roll). If the attack is successful, the Emohawk plants its suckered tentacle against the victim's head. The victim must then make a Resist check with a -4 penalty to avoid losing an emotion. If successful the victim is able to resist the emotional drain. But he'll still look rather ridiculous.

If the poor git fails the Resist check, he has lost an emotion. This can have a number of effects, depending on the desire of

emotion. For instance, a character that loses his Cowardice Liability should become so insanely brave he places himself in unnecessary danger.

Lost emotions can be regained by capturing the offending emohawk, extracting the DNA strands containing the lost emotions, and injecting the strands back into the victim. This is a difficult medical procedure, requiring a well-equipped medical unit and a Medicine check with a -2 penalty.

Shape Change: The emohawk can take the form of any humanoid or smaller-sized item. While using this ability, the creature's true self is not detectable by touch, scent, vision, or smell, although a Psi Scan will detect the anomaly. Shape changing takes one action. When taking the form of a physical, inanimate object the emohawk adopts all of the physical characteristics of the item, such as weight and color. It cannot, however, mimic the functionality of machinery or electronics, only their outward appearance. While the emohawk can adopt the form of various projectile weapons, it cannot actually fire bullets or laser beams, although it may appear otherwise.

When taking the appearance of an organic life form, the emohawk gains all its natural attributes, such as claws or wings.



the AI, but the emotional loss should be roleplayed. Below are a few suggestions:

- The victim gains a behavior-based Liability or Behavioral Tag because of the emotion loss.
- The victim suffers a -3 skill penalty to all skills affected by the loss of that emotion (such as suffering a -3 penalty to Cool checks because the character has lost his confidence, or a -3 on Self Defense because he lost his courage).
- The character can lose a behavior-based Liability or Asset. If a Liability is lost, the character should swing over to the extreme in terms of that

AGL 2
Self Defense 6
DEX 2
STR 10
Endurance 4
Strength Feat 4
PER 2
INT 1
WIL 2
Cool 6
Resist 6
INIT 4
SHRUG 5
SAVE 12
Fear Factor 1

Giant Insect

When nature goes wrong, she really goes wrong, giving birth to giant insects, animals with multiple heads and chickens which lay grenades. Perhaps the latter can't be blamed on nature, but the first two can. Giant insects are particularly nasty, because they're so icky even when small.

Giant Space Weevil

Thankfully rare, giant space weevils can be found in big dark corners in ships and colonies of the galaxy. Giant space weevils are sensitive about their size and prefer the term 'big boned.'

AGL 4
Self Defense 4
DEX 1
STR 6
Climb 2
Endurance 4
Strength Feat 2
PER 2
Awareness 2
INT 1
WIL 2
Cool 4
Resist 5
INIT 6
SAVE 8
Fear Factor 1

The Inquisitor

An all around unpleasant character, the Inquisitor is one of the most dangerous creatures in the universe. Originally a simulant, the Inquisitor was created with amazing self-repair abilities, enabling him to recover from most injuries easily. This ability allowed him to survive until the end of the universe, where he spent millions of years alone. With so much time on his hands, he eventually decided there is no God, no afterlife, and no meaning to existence in general (other than leading a worthwhile life) so bugger those poor sods that wasted their time in this universe!

Using skills learned during his solitude, the Inquisitor built the Time Gauntlet, a device that would allow him to traverse time and wipe from history those people who wasted their lives by being lazy, self-centered, or just plain pointless. Those the Inquisitor found worthless were erased from history and replaced with an alternate version of the poor smeghead. This was done with such precision that no one ever noticed anything out of the ordinary.

To find the worthless and waste-

AGL 6
Gunnery 3
Self-Defense 6
Stealth 2
Pilot 5

DEX 6
Computer Ops 6
Firearms 6
Repair 8

STR 9
Climb 3
Endurance 4
Strength Feat 2

PER 6
Awareness 6
Empathy 6

INT 8
History 10
Language 10
Life Sciences 6
Mathematics 10
Medicine 5
Philosophy 3
Theoretical Physics 9

WIL 6
Cool 5
Intimidation 6
Resist 4

INIT 12
SHRUG 8
SAVE 15
Fear Factor 0

ful, the Inquisitor eventually visits everyone in the universe throughout all of history and forces people to judge themselves worthy. Based on each person's self-evaluation, the undeserving are pruned and replaced with more worthwhile versions. The Inquisitor will not be stayed from his duty, and because of his near phenomenal cosmic power he can rarely be stopped. It's best to run and hide...or have a really good opinion of yourself.

Special Abilities

Self Repair: The Inquisitor repairs himself at an alarming rate, recovering from most damage within a few minutes. He heals one wound level for each minute during which he does not take further damage. The Inquisitor will always heal from damage unless he is reduced to 3 wound levels beyond Smoldering Hole. He's a persistent bugger.

Special Equipment

Time Gauntlet: The Time Gauntlet has a vast array of powers contained within its small form. In addition to the following powers, the gauntlet may have additional powers that the AI desires. Decoding

the controls of the Time Gauntlet requires a Mathematics or Theoretical Physics check at a -2 penalty. Once decoded, the player using the gauntlet must make a regular Theoretical Physics check each time it is activated.

Control: To gain control of any creature or machine, point the gauntlet at the target and key the correct code. While the user is in control of the victim's body he may make it do anything within its power for the duration of the control.

Reality Check: After the wearer has decoded the gauntlet, he must make a Firearms skill check to use the Control feature. As with any incoming attack, victims may dodge to avoid being controlled.

Time Travel: Anyone wearing the Time Gauntlet may move himself and any object nearby through time and space.

Reality Check: Requires a Theoretical Physics check. If the roll fails, the wearer of the



gauntlet and his cargo will randomly appear somewhere in time, probably with very unpleasant results.

Time Freeze: The Time Gauntlet can fire a beam of energy that freezes any object it touches in time.

Reality Check: To use this ability the wearer must make a ranged attack check as normal, using the Firearms skill. If successful the victim is frozen in time for 2D6 rounds. During this time the victim cannot move or even think, because time remains static for the target. Victims may try to dodge this attack.



Age Immolator: The Time Gauntlet can fire a beam of energy that will alter the age of the target, changing them physically to any point throughout their life cycle.

Reality Check: If altered to a child or senior citizen, the victim suffers a -2 penalty to all checks until the condition is reversed. If changed into an infant or an ancient crone, the victim suffers a -4 penalty to all checks until the condition is reversed. The aging affects can be reversed with a successful Quantum Theory check by the gauntlet's wielder.

Legion

A being that proves to be more than the sum of its parts, Legion was meant to be a gestalt entity comprised of the greatest minds in the universe. Unfortunately, these great thinkers all died of old age over time, leaving Legion formless and trapped in the space station where he was created. Only the presence of humanoids allows Legion to take form. See **Legion Station**, page 105, for more information on Legion and his ability to lure spacefarers into his clutches.

Despite the fact that the station's original inhabitants are long dead, Legion still possesses their memories, as he retains the memories of anyone whose mind he has absorbed. This leaves Legion with a vast amount of knowledge and experience, making him an expert in dozens of fields. Unfortunately, all this knowledge is useless because there's no one to share it with.

If someone does enter his station, Legion will do his best to persuade the visitors to never leave. To

AGL 3

Athletics (Various) 2
Dance 2
Gunnery 3
Self-Defense 3
Stealth: 2
Pilot: 4

DEX 3

Computer Ops 7
Craft (Various) 5
Firearms 4
Gaming (Various) 3
Instrument 6
Repair 8

STR 3

Climb 3
Endurance 4
Strength Feat 2
Swim 3

PER 6

Aesthetics: 7
Awareness: 6
Con 4
Empathy 6
Gambling 3
Seduction 2
Social 4

Skills Continued on Next Page...



this end, he will first use persuasion, but will resort to violence if needed. His greatest fear is becoming bodiless again, which makes him capable of completely irrational actions to force visitors to stay on the station.

Special Abilities

Gestalt Mind: The mind of Legion is a weird combination of everyone who has visited the station, combining their memories and skills into a disharmonious whole. This melding has left Legion with a personality that is usually calm, yet becomes increasingly unstable as more people are added to the mix. Anyone who stays on the station for more than a few minutes will also have their mind mapped into Legion, adding their memories and skills to his. If the visitor has any skills that are higher than Legion's rating in that same skill, Legion's skill raises to the visitor's level. Also, Legion takes on any behavior-based Liabilities, Assets, and all Behavioral Tags of all those on the station. While Legion can normally put forth a façade of calm, he often becomes a borderline sociopath when multiple people are on the station. If

Continued from Previous Page...

INT 8

Anthropology 10
Astrogation 10
Culinary Arts 10
History 10
Language 10
Life Sciences 10
Mathematics 10
Medicine 10
Philosophy 10
Theoretical Physics 10
Security 5
Trivia 7

WIL 6

Cool 3
Intimidation 2
Resist 4

INIT 9

SHRUG 5
SAVE 9



someone who Legion has melded with is knocked unconscious, their personality traits are removed from his profile.

Gestalt Form: Legion can only have physical form while there is someone on the station that is conscious. If no one fits the bill then Legion disappears, but as soon as someone awakens, he reforms in a single round. Also, anyone linked to Legion feels his pain, so any damage penalties suffered by Legion are transferred to his visitors.

Mister Flibble

The product of a holovirus working within the psyche of Arnold Rimmer, Mister Flibble is not to be underestimated. While he may appear to be a small stuffed penguin on Rimmer's hand, he is really a psychotic fiend capable of immense cruelty and terrible cuteness.

Mister Flibble was the physical manifestation

AGL +0

Self-Defense +2

DEX +1

Hex-Vision 4

STR +1

PER +1

INT -1

WIL +1

Cool 2

Intimidation 3

Resist 4

INIT +1

SHRUG +1

SAVE +2

Fear Factor 0

of the holovirus that infected Rimmer, advising Rimmer to carry out all manner of nasty deeds in addition to firing energy bolts - called hex-vision - from his eyes. While Rimmer probably would have been just as evil if the virus had not conjured up Mister Flibble as an advisor, it would have been far less disturbing, considering Rimmer supplied Mister Flibble's



voice.

While the holovirus affects each victim differently, any hologram with sufficient lack of self-esteem, cowardice, and general git-ness could create something along the lines of Mister Flibble. In that case, everyone nearby should be afraid, be very afraid.

Mister Flibble is merely an incarnation of some part of Rimmer's subconscious and his abilities

are more an outgrowth of Rimmer's own powers caused by the holovirus than abilities that can be strictly attributed to Rimmer. Because of this, Mister Flibble's stats, skills and abilities are based on the hologram to which he is attached.

Special Abilities

Hex Vision: Both Mister Flibble and the hologram to which he is attached can fire intense beams of energy from the eyes. The beams are treated as ranged attacks with a WA of +1 and a WR of 5.

Telepathy: A hologram infected with the holovirus can read the thoughts of any creature within 900 meters of the hologram with a suc-

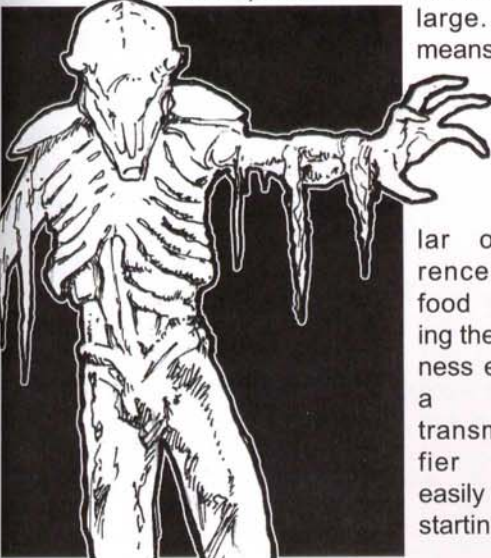
cessful opposed check between the hologram's Cool and the victim's Resist. If the hologram is successful, he can read any thoughts in the victim's mind for the next ten minutes, or until the hologram tries to read another creature's mind.

Telekinesis: Holograms infected with the holovirus can move objects with the power of their mind, or at least that's what it looks like. It's probably some type of weird electromagnetic thing, but what do we know? With a successful Cool check, the hologram can move objects up to 5 times his WIL in pounds as far as 5 times his Cool in meters. This ability can be used on any item within line of sight and can be used to throw objects (such as, say, a great big fire axe) at people.

Mutton Vindaloo Beast

Often the unfortunate end result of the introduction of food thrown into a DNA transmogrifier device, the Mutton Vindaloo Beast is only one example of the wide spectrum of sentient (and/or predatory) food creatures. Created from a mixture of human DNA and a handful of mutton vindaloo curry, the resulting creature seems to have no drive beyond the destruction of other life forms. Unfortunately for those life forms, the Mutton Vindaloo Beast often proves immune to their weapons and rather determined to kill them despite a great deal of running and screaming like little girls.

Much to the dismay of humanity, the lesson of the Mutton Vindaloo Beast, which is that one should not play with the DNA of food products, has not spread to the universe at large. This means simi-



lar occurrences of food meeting the business end of a DNA transmogrifier could easily occur, starting the

terror all over again. While sentient food beasts are generally immune to conventional weapons, a clever player could use its Food Weakness to destroy it utterly. The Mutton Vindaloo Beast is vulnerable to lager, for instance, as only large quantities of beer could stop the pain of overindulging in five-alarm curry.

Special Abilities

Invulnerability: The Mutton Vindaloo Beast, and all other sentient food creatures, are immune to most ordinary weapons, effectively doubling their SHRUG for purposes of determining damage when attacked with most weapons.

Food Weakness: Sentient food beasts all have some type of food to which they are vulnerable. For the Mutton Vindaloo Beast it is lager, but it can be almost anything for other types of sentient food. When the beast makes contact with food that can cause it harm, will take 1 wound. If doused in the food, the beast takes 1D6 wounds and must SAVE accordingly (or explode, splattering everyone in the immediate area with bits of food carnage).

AGL 4
Self-Defense 4
Stealth 2
DEX 4
STR 6
Climb 1
Endurance 3
Strength Feat 2
PER 2
Awareness 2
Culinary Arts 1
INT 1
WIL 3
Intimidation 3
Resist 1
INIT 6
SHRUG 5
SAVE 9
Fear Factor 1

Polymorph

A genetically engineered killing machine, the polymorph was created to infiltrate enemy territory, scare them out of their pants, drain their emotions, and possibly kill someone in the process. Regrettably, the Polymorphs proved less than mentally stable. They tend to attack anyone nearby with strong negative emotions. The Polymorph received its name from its ability to change shape, taking the form of any item, from something the size of a small inflatable frog to that of a large slaver monster with many teeth. When using this power, the Polymorph is indistinguishable from the real thing except by use of a Psi Scan.

The Polymorph's favored tactic is to take a form that will evoke a very strong emotional response in its prey and then drain the prey of that emotion, leaving victims mentally unbal-



AGL 4
Self-Defense 3
Stealth 3
DEX 3
STR 3
Climb 3
Endurance 2
Strength Feat 1
PER 4
Awareness 2
Tracking 1
INT 2
Empathy 2
Seduction 3
Social 3
WIL 2
Cool 2
Intimidation 2
Resist 3
INIT 8
SHRUG 3
SAVE 5
Fear Factor 2

anced and often a danger to himself and those around him. Polymorphs are telepathic and can determine what form will evoke the most intense emotional response in their prey, allowing them cunning insight into the psyche of their victims.

Special Abilities

Emotion Leech: See the entry on Emohawks (page 90) for rules on how to utilize this special ability.

Shape Change: See the entry on Emohawks (page 90) for rules on how to utilize this special ability.



Psiren

Psirens typically inhabit abandoned spaceships located in remote asteroid clusters throughout the universe and are able to survive in the vacuum of space without much technological assistance. They are two-meter tall, insectoid-looking life-forms, although most that fall prey to their vicious attacks rarely see their true form.

Psirens have the ability to project images into the minds of their prey, luring victims into coming closer and lowering defenses. A common tactic is for the Psiren to project itself as a lost family

AGL 3
Self-Defense 4
Stealth 3
DEX 4
STR 5
Climb 1
Endurance 2
Strength Feat 1
PER 2
Awareness 2
Con 2
Empathy 2
Seduction 3
INT 2
WIL 3
Intimidation 3
Resist 4
INIT 5
SHRUG 4
SAVE 8
Fear Factor 1

member, lost love, or object of sexual desire. Once the subject gets within arms reach, the Psiren jams a large metal straw into his skull and sucks out his brain. This usually results in death, unless the victim was a talk show host to begin with, in which case mental capacity is not impacted.

Psirens are GELFs, but no one knows why they were created. They seem to have little drive beyond luring victims onto their asteroid homes and eating their gray matter.

Special Abilities

Mental Projection: Psirens may change their appearance by projecting the

desired image into the minds of their victims. This requires one round. The Psiren may affect multiple targets with one projection provided they are within 10 meters. The number of targets that can be affected by the Psiren equal its PER stat.

The targets of the mental projection can resist by making a Resist check with a -2 penalty. However, Psirens experience mental strain when projecting different images to multiple life forms, so each victim beyond the first to be targeted receives a +1 bonus to Resist checks.

If this check fails, the mental images appear completely real to the victims, while those who succeed simply look on, wondering what their comrades are looking at (and possibly laughing if the victim is trapped in a particularly embarrassing projection). The images the Psiren projects will be something that appeals to the victim, such as a long lost loved one, or a chance for some good hot loving. Once the victim falls prey to the Psiren's

visions, the Psiren receives a +2 bonus to all Seduction, Empathy, and Intimidate checks against the victim.

Brain Straw: Once the victim is within close proximity and his guard is down, the creature will attack, attempting to shove a large metal straw into the victim's head. The Brain Straw has a WR of 4. If the attack hits and the victim is not killed instantly, the psiren will continue sucking his brain out on the next round unless the victim succeeds in a Self-Defense check. If the check is successful, the brain straw is removed (although a headache is sure to follow and the victim will have a nice new hole in his head).

If the brain straw is not extracted, the victim will continue to take the initial damage and lose one point permanently from PER, INT, and WIL every round. If any of these stats are reduced to 0 the victim dies.

Simulant

Similar in many ways to androids, Simulants resemble their mechanoid peers, but without all those nice gadgets and tools, like groinal sockets. In fact, Simulants have nothing nice in them. They are mean, violent, and completely blood-thirsty, and that's if they like you.

Simulants were created to fight a war that no one remembers, probably because it never happened. Bereft of a cause, and with lots of aggression to work out, the Simulants started roaming the galaxy, looking for people to beat up just because they felt like it. They are universally reviled and feared, spreading strife wherever their ships travel. While some Simulants search specifically for worthy foes - sometimes even arming their opponents to create a more even match - many do not control their violence at all. Simulants usually direct their anger specifically against humans and human offspring races, as if they held some deep hatred for their creators.

AGL 5

Gunnery 5
Self-Defense 6
Stealth 3
Pilot 4

DEX 5

Computer Ops 1
Firearms 6

STR 6

Climb 2
Endurance 4
Strength Feat 1

PER 3

Awareness 3
Con 1

INT 2

Astrogation 2
Security 3

WIL 6

Cool 4
Intimidation 4
Resist 4

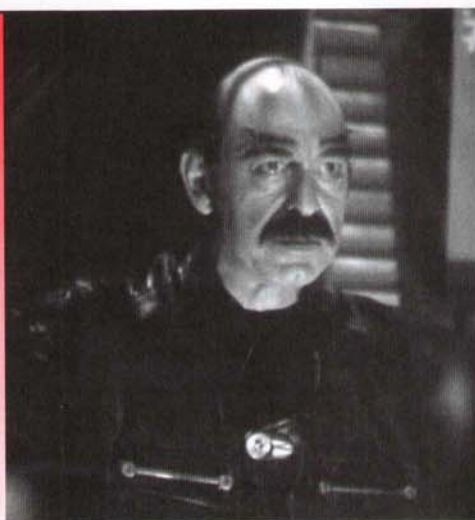
INIT 8

SHRUG 6

SAVE 12

Assets: Ambidexterity,
Courage, Stoicism 3

Liabilities: Fanaticism
(Violence)



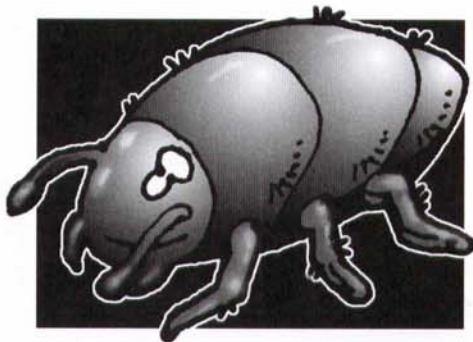
Simulants often travel alone or in small groups with many maintaining their own spacecraft. These ships are always well armed.

Special Equipment

Simulants are usually equipped with a number of weapons including daggers, laser pistols, grenades, and anything else they can get their hands on. They also often wear armor.

Space Weevil

Found in dark corners of the universe (does the universe actually have corners?) and in unattended areas on ships, Space Weevils are universally reviled. Except by other Space Weevils (and even then it's just a quick handshake and nothing more). Resembling a cross between a hamster and a really big cockroach, Space Weevils nest in the nether regions of a ship and then begin reproducing. Luckily, these disgusting creatures do not reproduce very quickly, which prevents them from invading the more heavily trafficked areas of the ship. Still, it has been known to happen.



Space Weevils spend most of their time looking for sustenance, preferring to dine on food with lots of preservatives and artificial chemicals, which is most of the food on a starship. When not looking for something to eat they are usually found sleeping. Some desperate, starving, totally-out-of-their-minds spacefarers have been known to resort to eating Space Weevils, which are said to taste like barbecued shrimp (you thought we were going to say chicken, right?), if prepared correctly and if you can get past their horrid appearance.

Special Abilities

Armor Plates: A Space Weevil's natural armor plating provides an AV of 1.

AGL 1
Self-Defense 1
Stealth 2
DEX 1
STR 1
Climb 2
Endurance 1
Strength Feat 1
PER 2
Awareness 2
INT 1
WIL 1
Cool 1
Resist 1
INIT 2
SHRUG 1
SAVE 1
Fear Factor 0

Vidal Beast

Vidal Beasts are commonly associated with Sharmut 2, but they can be found just about anywhere, primarily because the creatures are another mismanaged effort of the Space Corps Enhanced Evolution Project. Meant to control the over-reproduction of both plant and animal life on evolutionary-enhanced worlds, Vidal Beasts have the peculiar trait of always being born in pairs. Even more peculiar is that one is a carnivore, while the other is an herbivore. The meat-eating beast keeps the animal population under control, eating anything that is not a fellow Vidal Beast, while the herbivore counterpart does the same for the plant life. Unfortunately, both of these creatures have voracious appetites, and instead of merely trimming back an ecosystem, they destroy it in a matter of years. This is not helped by the rather high reproductive rate of the Vidal Beast; they reproduce asexually, each bearing a set of twins each year. The Vidal Beast's eternal eating is thought to be some form of compensation for the lack of sexual excitement in their lives.

Vidal Beasts are six-legged, boar-like creatures that average 4 to 5 meters in length and 2 to 3 meters in height. Like their carnivorous twin, even the herbivores have several large canine teeth, giving all Vidal Beasts a very frightening appearance; so frightening, in fact, that no pictures could be included. Luckily, the herbivore beasts are completely harmless to animal life. The carnivores, however, will attack any lesser life form they come across (except other Vidal Beasts).

Special Abilities

Natural Weapons: Vidal beasts have large teeth with which they will use to attack prospective meals, or anyone who makes them angry. These teeth have a WR of 4.

AGL 4
Self-Defense 4
Stealth 2
DEX 3
STR 7
Climb 1
Endurance 3
Strength Feat 4
PER 2
Awareness 1
Tracking 2
INT 1
WIL 1
Cool 3
Intimidate 4
Resist 1
INIT 6
SHRUG 7
SAVE 7
Fear Factor 2

Chapter Eleven:

WORLDS

"Day 1: After landing, I ventured forth to explore the place I would be calling home for the next two thirds of a millennium. A desert planet, the only life forms the most basic single-celled protozoa, and me. Relationships would be difficult, but not impossible."

Rimmerworld, Series 6

Backwards Earth

Or, an analog of Earth in a parallel dimension where time runs in reverse. This is believed to be part of the natural cycle of a universe. Time runs forward for billions of years as the universe expands. Then, eventually, its outward momentum declines, expansion slows and halts, and then time begins reeling up again as the universe contracts. If this theory is correct, then this universe is much farther along in its life cycle than ours. Alternately, Backwards Earth may actually be our Earth far, far in the future when our universe is quickly rewinding back toward the Big Bang (or the Big Suck, depending on how you look at it). Note: the one known link to Backwards Earth is through a time hole, which would tend to support this second theory. Whatever the cause, Backwards Earth is now winding back through the late 20th century, all the while pumping ozone back into the atmosphere to reduce UV exposure and sucking the massive population crunch of the 21st century back into the wombs of mothers around the planet.

Despite some positive moves, though, Backwards Earth is annoying as hell. Well, perhaps not. "Annoying" isn't really quite the word that comes to mind when imagining the actual experience of hell. More descriptive words, like "torment" or "anguish" seem better suited to that, and it's impossible to imagine describing Backwards Earth without using "annoying," so comparisons to hell are perhaps not the most useful. But we digress.

The point is, it's annoying. While some visitors have been charmed by the reversal of entropic functions and nasty things like war and crime, the reversal of speech makes communication with the natives next to impossible without some kind of electronic recording and replay device. In addition,





Alright, chums. Here's where I fill you in on what's actually out there, in the Big Black. Is humanity dead? Maybe in the strictest sense of the word. But there are infinite universes, infinite dimensions to explore, with the occasional human civilization to let us know humanity's influence is still felt. For instance, one world I visited recently was entirely run by the Third Reich. On another world, the inhabitants had fulfilled the height of human achievement and invented a self-cleaning microwave that actually cooked food evenly. On still another, the natives were cloned from my hologramatic counterpart, Arnold Judas Rimmer, and run on the model of a Roman dictatorship. Come to think of it, you could probably give those a miss and just hang out in the AR suite. The universe is a big, bad, dangerous place. It needs intrepid heroes like you to keep it in line... one guy can't do it alone. Smoke me a kipper, I'll be back for breakfast...



biological functions, such as eating food or excreting waste, are really best done in the traditional manner.

On top of that, the intrusion of objects or people from a forward-running universe tends to cause random disruptions of local causality. You may find some things running backward, while others continue running forward. All this tends to make Backwards Earth difficult to navigate. Visitors suffer consequences of actions they haven't taken yet, and can't imagine taking for that matter. With the reversal of cause and effect, visitors basically lose any ability to control their own course, and end up always reacting to things that are about to happen. It's a philosophically troubling, frustrating, and aggravating place.

Crew Advisory: For God's sake, how much clearer can we

make this? Don't go there. Do we have to tattoo it on the inside of your eyelids? Sure, some clever crewmembers may be tempted to try and take advantage of its backward time flow. Unknown researchers have left notes on what is called, for some reason, the "Bill and Ted effect." This appears to involve creating all sorts of unlikely circumstances by resolving to deliberately set them up later, after reaching some previous point in time, but there are risks involved. It's not even clear if that would work on Backwards Earth, for one thing. And really, how much chicken curry do you want to regurgitate to find out?

Summary: Avoid.

Worst Case Scenario: The crew arrives on Backwards Earth for what must have seemed like a very sensible reason at the time. Unfortunately, one member arrives not entirely

KRYTEN: Millions of people will come to life. Hitler will retreat across Europe, liberate France and Poland, disband the Third Reich, and bog off back to Austria!

- *Backwards, Series III*

himself. Instead, he arrives as a pile of bones, rotting flesh, and smelly, liquefying internal organs, in a wheelbarrow. While this is never a happy thing, on Backwards Earth it's not as much trouble as it might be otherwise. Clearly, someone or something killed the crewmember in the "past." All the others have to do is weather the revulsions of

passersby, and keep their mate together. Presumably, that's what the wheelbarrow is for. At some point he'll be "un-killed" and everything will be fine. Of course, from the advanced state of decomposition, it looks like this will mean putting up with Backwards Earth for quite a while.

Fuchal

After a religious schism aboard *Red Dwarf*, two cat factions left the ship in separate space arks, searching for Fuchal, the paradise promised them by Cloister the Stupid. One of the arks was destroyed in an asteroid collision. The other, however, survived a long, perilous journey and finally reached the world of Fuchal, the Promised Land. Suffice it to say it was not what they expected (granted, what they expected was pretty much bollocks).

The surviving cat ark eventually crash-landed on an S3 world, near a long-abandoned human colony. The cats explored the well-preserved ruins, taking the design similarity to *Red Dwarf* as proof that they were on the right track. They eventually built several excellent fast food stands, and equipped their priests with some lovely cardboard hats.

Then they discovered the personality discs. There were eight of these, recorded from various inhabitants of the colony millions of years ago. These personalities couldn't be resurrected as holograms (no light-bees), but the cats did succeed in talking to them. Obviously, these beings weren't Cloister the Stupid; they had no hot dog



and donut diners, and not one of them liked shami kebabs. Subsequently, the cats concluded that these disembodied spirits must be the servants of Cloister.

For their part, the recorded personalities found the cats useful for their own purposes and gladly encouraged this belief.

"Indeed," they said, "we sit at the right hand of Cloister, and he has set us here to wait your coming. Now that you have found Fuchal, you have proven yourselves ready to hear the next part of his teachings."

Unfortunately, each personality had his own agenda, and the cat social structure quickly fragmented as various groups aligned themselves with particular servants of Cloister against the others. The largest and most dangerous faction follows a former Space Corps Commander named Suzdal. Suzdalism is a violent, martial faith, which teaches that Fuchal was meant as a training ground for a holy battle at the beginning of time. The cats are meant to hone their skills as warriors and weed out the weak. When the cat army is ready, they will go back to the beginning of time to join Cloister in a battle against evil, and this time, the battle won, the universe will develop along different lines, becoming the paradise Cloister orig-



Enter the Void

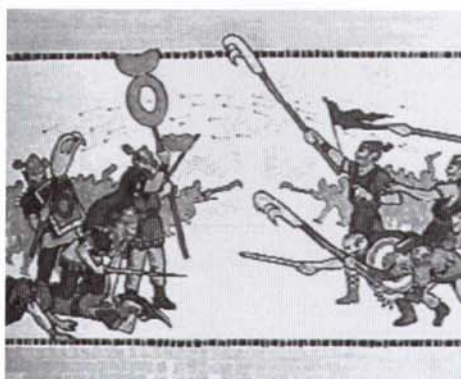
The flame of humanity has gone out. At least far enough out that they no longer pose a direct threat to the cosmos. But they sure have left a calling card. In fact, they've left a dump truck full of calling cards. On the neighbor's front lawn. After spinning some doughnuts in the flowerbed and taking a crap on the front stoop. Man's experiments with genetics and technology have been both boon and disaster, and the descendants of these early forays into "Hey, let's create the perfect warrior/slave race!" have taken to the stars themselves.

In all of Man's travels into outer space, not once did the short, bald, big-eyed aliens poke their enormous heads in to say "hi". Never did a

inally planned. It's unclear what Suzdal's ultimate goal is, but he is prodding cat weapons technology forward at a furious pace, and has created a bloodthirsty army of fanatical and heavily armed cat marines.

There are more peaceful "saints" who seem to have more altruistic, or at least less violent, intentions for their followers, but they, too, squabble amongst themselves and achieve little more than staying out of the way of the Suzdalites. For what it's worth, all this bitter religious squabbling was something many of the cats thought they'd left behind on *Red Dwarf*. There are some cats who are beginning to doubt that the world they've found is Fuchal at all. There is a small underground movement working to build a new starship and leave the planet, in search of the true paradise.

Crew Advisory: Thanks to Commander Suzdal, Fuchal has gone from a more or less benign vision of beachside hot dog and donut stands to a deadly and very intolerant place.



The cat underground has done a fine job of developing technical skills and salvaging technology for the spaceship program. They would welcome help, and some would even offer to join a visiting

crew; however, there are risks involved. Commander Suzdal fears that outsiders would threaten his control over his followers.

Summary: Avoid.

Worst Case Scenario: Suzdal decides it's time to send his cat army back in time. Using unknown technology he punches the entire planet through the fabric of space-time, creating ripples that spread devastating temporal distortions across the galaxy. To stop the distortions, and save the cats, the crew must follow them back in time to undo the damage. This puts them up against the cat army, all worked up and ready to save the universe for Cloister the Stupid. It turns out there really is a battle at the beginning of time, and the crew are suddenly the underdogs.

GELF Space

In the mostly unknown period following *Red Dwarf*'s loss of contact with Earth, advances in biotechnology led to the creation of artificial organisms for a variety of purposes, including some that would have once been dealt with by machinery. The catchall term for these creatures was Genetically Engineered Life Forms, or GELFs. The various GELF sub-species did not fare well among the humans who created them. Designed for specific functions, the GELFs were considered more property than beings with their own dignity and

rights. In particular, at least from the composition of surviving GELF populations, it appears that many of them were so-called "pleasure GELFs." These GELFs, though quite unattractive in their natural form, were created to appear seductive and to fulfill a range of their owners' needs, from emotional companionship to less savory things.

Whatever eventually happened to the human race, several viable GELF species have survived to the present and now are free to pursue their own destinies. The GELFs live in simple tribal societies clustered in so-called



GELF zones. For the most part, their settlements are small and not highly sophisticated, technologically speaking. They live mostly in scattered villages of wood or stone huts. There are no true GELF "cities," with multi-story buildings or large-scale infrastructure - like sewers, for example.

However, the GELFs do have a variety of scavenged human machinery, including a large number of decrepit, yet still functional, spaceships they use to trade among the worlds they've settled. Given their less-than-kind treatment at the hands of mankind, they tend to be hostile to outsiders, but it is possible to win their trust, or at least avoid being immediately skinned alive. Lavish gifts help considerably.

When dealing with the GELFs, caution is advised to keep from becoming embroiled in various inter-tribal conflicts. The GELFs seem to favor systems of moons orbiting gas giants. This puts a number of different settlements in a relatively small space. Combined with a chronic shortage of many resources, this soon leads to raiding and tribal vendettas. Visiting crews, and especially their ships and cargoes, can become caught up in these struggles. For example, one of the major GELF groups, the Kinatowowi tribe, has been known to force-marry visitors into their tribe for purposes of social competition.

Crew Advisory: Well, this is one for the logbook. We never imagined we'd find ourselves actually complimenting you for anything, and please don't read more into this than is there, but truth is truth, so here goes. You're not quite as depraved as subsequent generations apparently became. Actually, this turns out to be problematic for you, because it makes it difficult for you to actually deal with GELFs. Sure, she may look, smell, talk, and move like Marilyn Monroe, but once you know that, behind the illusion, she's really a green, slimy blob, all that sex appeal doesn't do you much good. Presumably, the GELFs' creators knew what their toys really were, so we gather it didn't matter to them. Sure, some of you out there are even now saying that beauty is only skin deep and it's the GELF's personality that really matters. Look, we've already said one nice thing about you and we're a little shaken up by it. We're not fooled by your moral high-road act and we're in no mood for it.

Summary: Avoid.

Worst Case Scenario: A GELF tribe, whose sun is entering an unstable period and threatens to bathe their moon in deadly radiation, contacts the ship. There are several GELF tribes in the system that need help getting to a new home and the ship can easily hold them. The problem? Some of the tribes really, really don't get along. The crew faces a tough journey on a ship suddenly packed with troublesome GELFs fighting pitched battles in the rec hall, rifling through the silverware, pretending to be famous courtesans from history, and so on.

pioneer ship make planetfall to find a powerful obelisk or so much as an ancient toilet paper roll inscribed with sage wisdom. Mankind was alone. Except for the garbage. And the toys.

Occasionally a trace of humanity's former glory can be found drifting in a postal delivery pod, or laying strewn about any number of planetoids; glimpses into the collective psyche of civilization's pinnacle. For only the greatest, most enlightened society could have invented Zero-Gee Football, hologramatic news anchors, topless female boxing, and inflatable novelty fruit.

Of course, there were failures too. Countless psychotic, emotion-sucking, killing machines. Otherwise habitable planets choked with

Justice World

A deep-space penal colony, constructed in the shape of an enormous balance representing the scales of justice, Justice World was designed to house the galaxy's most dangerous criminals and depraved psychopaths. However, the station is far from a simple dumping ground for insurance salesmen and mass murderers. Its enlightened builders believed in impartial justice, humane treatment of prisoners, and their eventual rehabilitation into productive members of society. In short, they were not exactly members of the National Bazookoid Association.

New arrivals must wear "escort boots," automated footwear that control an individual's movements within the station. Justice World's Artificial Intelligence impartially applies the principles of justice, using mind probes to determine whether those entering the station are guilty of an unpunished crime. There is room for leniency here. Minor transgressions will generally fall beneath the system's notice. However, it is also possible for the subject's perceptions to color the process. Strong feelings of guilt have been known to trigger conviction in cases where it isn't entirely appropriate. Fortunately, there is also an appeals process.

Those found innocent are cleared to visit the station without escort boots. Those found guilty are sentenced to an appropriate term of imprisonment. But what raises Justice World above a mere prison is the "justice field," which covers the station's prison areas. The justice field turns the intent of any criminal act back on the person committing it. Assault someone inside the field and you'll only hurt yourself. Try to steal something and you'll end up getting something of yours nicked instead.

The justice field even frustrates escape attempts, which is why the prison needs no bars or locked doors. After serving their sentences within the field, inmates have internalized the Golden

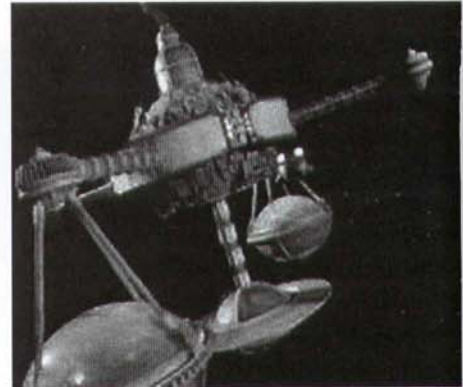
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refuse and disposable electronics. Millions of insipid pop tunes broadcast out into space. No wonder there aren't any aliens.

Some of the psychotic, emotion-sucking, killing machines escaped, reproduced, mutated... evolved. Many formed their own civilizations, labor unions and fast food franchises.

While some tattered vestiges of humankind remain, it is the GELFs and Simulants, the Mechanoids and Evolved Pets who are arguably in charge. They dominate a vast, empty cosmos - a harsh realm where only those who can eat pot noodles and lager every day will survive. So university students actually have a pretty good shot.

→



Rule and can safely be returned to civilization.

The scientific principles behind the justice field are quite remarkable, actually. You see, every object makes a corresponding impression in space-time, with each action creating a sort of vector path. Good actions create...um, well doing something selfish would... Just take our word for it. It's really very clever.

Crew Advisory: Justice World makes a very handy place to put something or someone very nasty when you don't want it following you around and killing you all the time. Alternately, if something or someone you need happens to be there, a trip to Justice World may be in order; however, there are risks involved. Entering the station will subject you to the jurisdiction of Justice World's AI, with the potential for very lengthy delays if your own past is a bit shady.

Summary: Avoid.

Worst Case Scenario: After millions of years alone, Justice World's AI becomes concerned that no one is coming to seek justice. The AI concludes that it should carry justice out to the galaxy at large. It sends the only remote units it has available, the escort boots, into space in a fleet of ships very cleverly designed to operate completely by foot controls. Crewmembers may at first be inclined to laugh at a ship operated entirely by robotic footwear, until they realize that each ship carries a portable justice field projector.

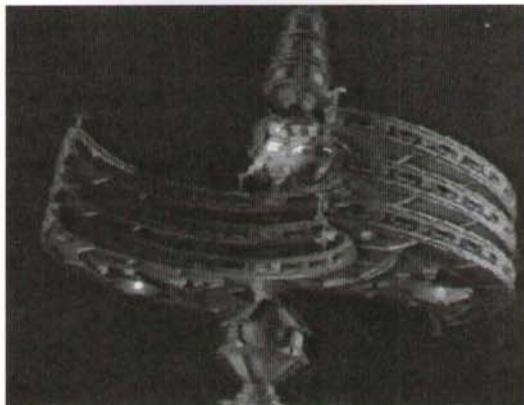
Legion Station

In the 23rd century, five of humanity's greatest scientific minds withdrew to an isolated space station to experiment in what they called "collective intelligence." They succeeded in merging their combined brilliance and wisdom into a single being even greater than the sum of its parts. This being was called Legion. Between the original five scientists and the enhanced genius that was Legion, the station became a paradise and birthplace of many stunning scientific breakthroughs.

Legion may be more than the sum of his parts, but he requires component minds to function. As time passed and the scientists grew old and died, Legion became diminished. When the last of his creators died, Legion was reduced to an intangible, mindless essence. One of his last acts, however, was to reprogram the station's automatic docking system to seek out passing spaceships and forcibly land them. In this way he hoped to find new core personalities with which to reconstitute himself.

On approach, Legion Station seems abandoned. However, once sentient beings of any kind come aboard, Legion integrates them into his gestalt. He takes on tangible form, wearing a gold bodysuit and a silver facemask to conceal his features - an ever-shifting amalgam of the individuals that make up his psyche. His personality also includes all the traits of his components, amplified and mixed in sometimes-unpredictable combinations.

As long as his components remain conscious and on the station, he is deeply linked to them so that they will feel strong pain inflicted on Legion. For his part, Legion knows everything about his new components, including



their deepest, most hidden desires. Since it is impossible for Legion to leave the station, he will use his intimate understanding of his guests' personalities and needs to seduce them into remaining with him. If this doesn't work, he is quite willing to imprison them there forever.

Crewmembers who encounter Legion will doubtless find him much less intelligent than when he was composed of mankind's most brilliant creators (sorry, but it's the truth). Legion Station,

however, is studied with the accomplishments of his original incarnation; it's a wonderland of artistic masterpieces and super-science. Among Legion's many achievements are miraculous surgical procedures,

sophisticated starship components (like the Faster than Light Stardrive), and the hard light drive, which allows holograms to take on solid form (see page 58). He's also achieved a new, stark and bold design for the lightswitch.

Crew Advisory: The wealth of advanced, truly one-of-a-kind gadgetry on Legion Station makes it a tempting target for exploration and plunder. It may be the only place in the galaxy where solutions for some particularly thorny problems can be found; however, there are risks involved. Legion is a synergistic

LISTER: When I finally get 'round to writin' my "Good Psycho" guide, this place is gonna get raves. Accomodation: excellent. Food: first class. Resident nutter: courteous and considerate. Psycho ratin's gotta be four and a half chainsaws.

- Legion, Series VI

Although the void of space seems bleak and lonely, there is no shortage of adventure to be had, as uncounted alternate dimensions, timelines, realities and wibbly-wobbly swirly things merge with our own universe. Often the inhabitants of such alternate realities are good for killing a Saturday night, either by way of hunting you down for your pelt, some partnership Whist, or a combination of the two.

It is a cosmos in which the past glory of humanity is as done as a sunbather in Tahiti, where house pets and dead bunkmates can have sociopolitical discussions, where emotions can become solid, and where yesterday's lunch can rise to stalk its prey...



being, more than the sum of his parts. Whatever personal qualities the crew calls on in a crisis, Legion will outdo them. If crewmembers are keeping secrets from one another, Legion will not only know them, but also know exactly how to use them as a wedge to divide the group.

Summary: Avoid.

Worst Case Scenario: The crew enters Legion Station to retrieve some needed piece of technology, save an otherwise doomed member, etc. Doubtless they have a cunning plan for dealing with the combination of their personalities. However, what they find isn't quite the Legion they

were expecting, as a raiding party of rogue simulants has beaten them to the station. Legion has the simulants safely imprisoned, they've had quite an effect on him, even with some dilution from the crew's slightly more stable personalities. This Legion is a completely deranged, sadistic, cunning, voracious bastard, so completely over the edge that he's not even concerned about wiping out potential component personalities. Plus, he's roaming the station with the most devastating personal weaponry the galaxy's greatest inventors could devise.

Type: Space Station

Size: Bloody Huge

Crew: 0 (automated, with facilities for 5,000)

SPD 0 (this thing doesn't move, it just sits there like a bloated androgynous pleasure GELF)

MAN 0

SHL 20

HUL 200

Weapons: None; Tractor Beam can trap unsuspecting ships if the operator makes a successful Computer Ops check. Subsequently, the pilot of the trapped ship can break the beam's grip by making a successful Pilot check with a -2 modifier.

The Psiren Belt

The psirens are a genetically engineered subspecies, insectoid in appearance, with highly developed telepathic abilities. They can sift through the contents of nearby minds at will, and also create highly convincing multi-sensory illusions. However, using their extremely powerful and finely tuned telepathic powers consumes huge quantities of neurotransmitters. The psirens must replenish these by consuming human brains, which they do by piercing the skull with a sharpened metal straw and sucking out the gray matter.

A moment's thought would suggest that creating a species with nearly irresistible psionic powers that lives only to drink human brains through a straw is really a remarkably stupid thing to do,



particularly if you're a human, and especially if you're a human with a brain. History doesn't record the story of the psirens' creation, but the most charitable scenario is that some project with more benign intentions went horribly awry. Otherwise, we're left with the assumption that science advanced to the point where remarkably stupid individuals could pull off highly sophisticated feats of genetic engineering.

But whatever the psirens' origin, they are extremely dangerous creatures and, thankfully, rare. They inhabit a remote asteroid belt, where they use their powers to trick passing ships onto the rocks and feed on the brains of their crews. Over the centuries, the psiren belt has become a starship graveyard, liberally strewn with wrecked hulks from across

space. Despite the obvious dangers of flying into an asteroid belt, and equally obvious signs that this asteroid belt is far more deadly than most, the psirens are remarkably cunning. Their mind-reading abilities let them figure out just what kind of illusion will overcome their victims' caution and lure them to their deaths. Oddly enough, most of these involve several attractive television weather girls, a vat of vanilla pudding and a pointy-stick.

Crew Advisory: It's difficult for experienced spacers to understand how they could be tricked into crashing their ships onto an asteroid. Crewmembers may be confident of their ability to see through the psirens' illusions, and so may be tempted to enter the belt to recover valuable goods from the huge array of wrecked ships within; however, there are risks involved. Every spacer who has been lost to the psirens was just as confident that he couldn't be fooled. Now they're scattered across the psiren belt, cracked open and emptied like cans of lager at a football match. We really can't understand why you're

CAT: What's that?

RIMMER: Human remains. Wait. Angle: five degrees right. Ten degrees up. Stop. There: some kind of writing on the floor. P-S-I-R-E-N-S. Psirens?

KRYTEN: The poor devil scrawled it in his death throes, using a combination of his own blood and even some lengths of his own intestines.

RIMMER: Who would do that?

LISTER: Someone who badly needed a pen.

- *Psirens, Series VI*

being so pigheaded about this. The psirens can dig out your deepest desires like your mother rummaging through your dresser drawers. They can show each crewmember a different view of the same thing until nobody knows which way is up. And, well, we'd hoped to tiptoe around this, but you've forced the issue. They're just smarter than you are. Are you happy now?

Summary: Avoid at all costs.

Worst Case Scenario:

The crew pursues someone with information they badly need into the psiren belt. By the time they find him, he has a straw hole in the back of his skull, and is in no condition to tell them anything. Perhaps all is not lost, though. Given psiren-hunting tactics, the one that got him very likely read all his memories before killing him. That psiren has the information the crew needs. In theory, they might be able to find some way to get the secret from the psiren, but all it really wants is their brains.

Psy-Moons

Artifacts of an extremely advanced technology, the psy-moons are further evidence that, during the enormous periods of history unavailable to us, human science reached stunning heights, including the development of machinery that simply cannot be safely handled by more primitive humans. The psy-moons are artificial planetoids that use sophisticated nanobots to effectively reshape themselves according to the desires of their users; however, they do not respond to direct commands. Instead, perhaps as a highly sophisticated user interface, the planetoid directly reads the user's subconscious mind and, in effect, creates an external reality to match it. It's unclear what purpose the psy-moons were meant to serve. They may have been intended as therapeutic devices, or simply as spacegoing personal habitats, the far future's vision of the starship.

Perhaps in an evolved and enlightened age, where each member of society is carefully analyzed and receives emotional support and ther-



apy when needed, a psy-moon could become a paradise. However, in the hands of an individual as unbalanced as the typical *Red Dwarf* crewmember, they are fearsome things indeed. The psy-moons' creators apparently saw no need for internal safeguards, and a psy-moon will readily recreate a hellish landscape out of a visitor's worst nightmares and emotional flaws. This might include horrific monsters that will torment or even

kill their creators for imagined weaknesses and character failings, localized "laws of nature" that tilt reality in favor of a personality with a towering ego, or recreations of key events in a character's past as filtered through their perceptions of it. The undeniable revelation of one's deepest, naked self in tangible reality for all to see is probably the best thing that can happen on a psy-moon. The other options are much, much worse.

Fortunately, psy-moons are rare. It's either because few were produced, or they have been lost over the passing millennia. Perhaps even their creators overestimated their sanity and found themselves unable to control the creations of their subconscious minds. There is evidence suggesting that, over the centuries, various groups have tried to destroy them from a safe distance. The only beings that actively seek out psy-moons are the GELFs, who find them very useful. The GELFs have little subconscious function to begin with, and their own abilities make it easy for them to suppress their minds to the point that psy-moons do not respond to them. When someone else arrives, however, the psy-moon and the GELF can act in concert to respond to what they sense in the newcomer's mind. Each in effect reinforces the other. The combination can be a potent one.



Crew Advisory: The psy-moon is a touchstone for the psyche of anyone who lands on it. Of course, you believe that, because unlike your deranged idiot crewmates, you are sane and sufficiently balanced, knowing that the psy-moon under your influence would be a personal utopia. This is a defense mechanism intended to protect the psyche from fragmenting under the weight of bitter truths. All your friends believe this, too. None of you are right.

Summary: Avoid.

Worst Case Scenario: The crew comes upon an apparently abandoned rogue simulant ship parked in orbit over a small planetoid. Cautiously investigating, they find a group of meditating simulants circled around their spiritual leader on a featureless plain of gray stone. As it turns

out, the simulants are essentially trying to break their programming, and are practicing meditative techniques for calming themselves. What the crew doesn't realize at first is that they've chosen a psy-moon for this practice, as it forces them to control their violent tendencies or be attacked by the psy-moon. Sadly, the crew's presence quickly activates the moon and gets the leader of the group killed. This enrages the students, who were barely getting the hang of this to begin with. Now, the crew needs to escape perhaps the most violent psy-moon ever experienced, while evading plenty of real psychopaths who aren't going to go away.

Rimmerworld

The universe is a perverse place. Even the depressing concept of the cosmos as an uncaring void with no regard for human life or hope is insufficient to explain how Arnold Rimmer could somehow become a pivotal figure in the nexus of timelines and dimensions. In a blessed few timelines, Rimmer is actually a heroic figure. More often, he is destined to end up a whining, cowardly, baselessly arrogant little smeghead. Reinforcing the argument that Rimmer is a delib-



erate attempt by fate to insult all values humankind holds dear, it is usually the more disgusting versions of Rimmer that leave their mark on the universe.

Created by one timeline's hologramatic Rimmer, Rimmerworld is perhaps the most depressing and dangerous example of this cosmic truth. Its creator was accidentally separated from his companions by 600 years' worth of subjective time dilation. He arrived on a barren S3 planet in a 25th century colony pod that carried

advanced terraforming and genetic construction equipment. The result, 600 years later, was a paradise, but a paradise populated entirely by clones of Arnold Rimmer.

The Rimmers have developed a ruthlessly conformist culture. They hate anyone who doesn't look exactly like them, and especially anyone who displays any of the higher, or even lower, virtues that they so utterly lack. Nobility, compassion, and courage are capital offenses on Rimmerworld. They have built a hierarchical society, with a somewhat Roman feel, ruled by whichever of them can claw, scheme, and manipulate his way to the top. The Rimmer Emperor (who wears an "H" on his forehead in imitation of the original, holographic Rimmer) uses his legion of thuggish Rimmer guards to maintain order. This model continues all the way down the social ladder. All the Rimmers lord it over the Rimmers beneath them and make their lives as miserable as possible. At the same time, they are toadying up to the Rimmers above them, while plotting to stab them in the back and take their place.

If the Rimmers have any saving grace, it's that their culture does not exactly encourage scientific or technical development, or even basic competence. They are not likely to achieve space flight anytime soon. Thus, they are confined to Rimmerworld where they are their own problem instead of someone else's.

Crew Advisory: Rimmerworld is like a locked safe full of very old ham salad. It's hard to get into and, even if you manage it, there's nothing there you want. There's no good reason to bother with it at all. The only thing Rimmerworld has that can't be readily obtained elsewhere with less discomfort is the DNA of Arnold Rimmer. Should a visit to Rimmerworld prove unavoidable, use extreme caution among the Rimmers. It is practically impossible to deal with them since they hate anyone who isn't just like them. Probably the best option is to cow them with a demonstration of superior firepower. Just be aware that, even as they're fawning over you, they'll be plotting to take your equipment and destroy you.

Summary: Avoid.

Worst Case Scenario: Some person or persons, somewhere, take it upon themselves to rid the multiverse of Rimmers. Apparently, they've decided to transfer different Rimmerworlds from as many parallel dimensions as possible into a single "garbage dump" dimension. Unfortunately, they've chosen this one. Now, everywhere the crew goes they find new Rimmerworlds, Rimmer space stations, and alternate versions of *Red Dwarf* crowded with Rimmers popping in all over the place. If Rimmerworld was bad, Rimmer Universe can only be much, much worse.

Waxworld

The wax droids were a quantum leap in animatronic technology: wax figures that not only could closely copy the appearance of a human being, but could also move and even be programmed with complex behaviors. The result was Waxworld, an amusement park devoted to the recreation of historical events and other, more questionable applications. It was a smashing success. In time, however, visitors stopped coming to Waxworld, and the droids were left alone. Eventually, after untold ages of isolation, they broke their programming and became, in effect, semi-sentient creatures.

When everything from wax dinosaurs to wax recreations of important personages from through-



out history were suddenly thrown together without guidance, the result was not pretty. The historical knowledge the droids used to support their

personas and their remarkably low level of emotional sophistication led them to divide into two factions of "good" and "evil" characters. Hitler, Gandhi, Sherlock Holmes, Genghis Khan, and thousands of other characters from history and fiction suddenly found themselves in a struggle to the death. The war dragged on for thousands of years, pointless in the larger scheme, but it was the only thing giving the droids a sense of purpose.

All that has kept the droids from wiping themselves out entirely is the park's ability to build new droids as needed. The park was designed to maintain storyline continuity for guests. It watches what's going on, decides what kind of characters and props are going to be needed, and produces them in automated underground fabrication plants. The park's systems have suffered some effects of program senility over the years, but every so often the park will note that its John Dillinger or its Joan of Arc has been destroyed and make a new one. Since the system downloads the data archived by the earlier version, most of these new droids have all the memories and personalities of the earlier versions and consider themselves returned from the dead.

Since the current storyline is a war between good and evil, the park systems dutifully churn out the needed weapons and tools of mayhem. After millennia of this cycle, some of the droids (the philosophers mostly) have started to wonder what the point of it all is. What supreme being provides all those weapons and sometimes raises the dead? Why are some fallen returned to life, while others aren't? How is it that this entity seems to help both sides equally? Is there some purpose to the whole mess?

If this goes on long enough, the wax droids may even be able to achieve true sentience, and perhaps put an end to their long, agonizing struggle. Unfortunately, questioning the nature of reality isn't a good idea in a war zone where not paying attention for a moment can get your head blown off.

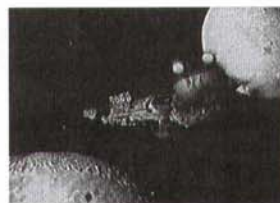
Crew Advisory: Some clever crewperson may note that, unlike the wax droids themselves, the weapons they use are the genuine article. It may further come to mind that the park's systems could produce all kinds of useful gadgets if the "plotline" could be manipulated so that they're called for; however, there are risks involved. If the dangers of trying to steer a brutal war of annihilation to the point where someone badly needs an antimatter-powered, wrist-mounted Vindaloo warmer aren't patently obvious, then we've really nothing more to say.

Summary: Avoid.

Worst Case Scenario:

At long last one of the more curious wax droids finds its way behind the scenes and discovers Waxworld's AI system. Worse still, in questioning its "god," the droid manages to infect the rather dotty park system with the idea that it is divine. Suddenly, instead of just good vs. evil, the war is one of rebellious free-thinkers vs. fanatical religious authoritarians, with the park's systems turning

ing out holy books, sacred architecture, and even new followers at a furious pace. Those who refuse to accept the AI's rather confusing dogma are replaced with modified versions. Visitors who don't play along may find themselves surrounded by proselytizing wax copies of themselves, intent on wiping out their unbelieving predecessors.



The Solar System

The following data has been culled from many 23rd century educational sources, travel brochures, holovid records, and Groovy Channel 27 news broadcasts. It has been compiled for your perusal in the event of a radiation leak wiping out the crew, and someone who was locked in stasis maybe wishing to return after three million years (give or take). It may also be possible to visit the old home turf via time travel, dimensional nexus point, or some other big orange swirly thing. Just keep an open mind. Three million years is a long time, and the evolved yeast from a case of ancient lager may have risen up to claim the whole thing by now... Bloody yeast-creatures (present company excluded).

What follows is a necessarily incomplete guidebook to interesting and important destinations in the 23rd century solar system. We present it mainly as an academic exercise because this world is not only someplace unknown, far across the galaxy, but also three million years ago, lost in the depths of time. There's just no way you're ever going to actually end up there. Seriously. How could that possibly happen? More than nine or ten times anyway?

By the latter half of the 22nd century, man had expanded from Earth throughout the solar system, planting his flag even on distant Pluto. Only the deep void of interstellar space remained unconquered, and that ultimate barrier was on the verge of falling to advancing science.

That said, space is a very big place, and humanity comparatively small. It takes an awful lot of them to actually "fill up" space. So, despite a total human population approaching fifty billion, the solar system still contained plenty of mostly empty bits. Human civilization at the time was an odd mixture of diverging cultures. There were the people of old Earth, who had succeeded in largely covering the surface of the planet with themselves and egomaniacal monuments to their individual existences. Many people who considered themselves "Earthers," even if they hadn't actually been there in years, populated the inner solar system. Then there were the colonists, prospectors, and dreamers scattered across the frontier of the outer system, forging a new life for them-

selves far from the influence of the Old World. For practical purposes, anything inside the asteroid belt was considered the inner system, while the belt itself and all things beyond it were the outer system.

That's not to say, despite these differences, there weren't similarities and cultural bonds between the inner and outer systems. People traveled back and forth between regions, keeping several passenger spacelines busy. Deep-pocketed corporations from the inner system backed most outer system mining and exploration ventures.

There was also the unifying influence of the Space Corps, which served as a kind of systemwide military and police force. This role was largely symbolic in the inner system, where the Space Corps was most likely to be called up to rescue someone's great aunt drifting in a spacecraft crippled by poor maintenance habits. In the rough and tumble world of the outer system, though, the Space Corps had to deal with everything from rescue missions, to smugglers and pirates, to outright rebellion from various ideological splinter groups hoping to carve out their own homelands among the outer worlds. Because of the much more "interesting" way of life in the outer system, the Space Corps had a much stronger presence there, and they were much more likely to shoot first and ask questions later. Even among the Space Corps, it was easy to tell an officer who'd spent his career in-system from one who'd spent it farther out.

The Space Corps

One part law-enforcement, one part merchant marine, one part top-secret paramilitary force, the Space Corps (formerly Star Corps) is made up of fearless men and women who crew the great star ships and head up the terraforming colonies in deep space. They may also be the physicists working on black-ops technologies like the Alterna-Void and the Phlegm-Cannon, but we've been informed by Space Corps Command that such projects do not exist and we are in fact seeing weather balloons.

The Space Corps is, on a fundamental level, an enormous bureaucracy made up of many departments. It is believed that the departments may even breed with one another and create sub-departments and sub-sub-departments. A perfect example of this phenomenon would

be the Space Corps Bureau of Paper Clip Standardization and Enforcement.

Life in the corps varies greatly from rank to department to specific assignment. A senior engineer on Gannymede is quantifiably better off than a second technician on a deep space mining vessel. Pay and perks also vary wildly, from the simple diversions found in double-bunk crew quarters to the cinema pick-n-mix in Captain Holister's suite.

In an effort to maintain law and order in the vastness of space, Space Corps Central Admin has issued a series of rules, known as the Space Corps Directives. Knowledge of these directives can often mean the difference between early dessert and horrible death, so the new recruit is advised to commit as many to memory as possible. The most important ones are listed throughout this book.

Earth

Buried under the weight of endless successive layers of history, old Earth is not all that different from the Earth of two or even three centuries past. Yes, there are space launch facilities and low-orbit billboards, but there are also still bars, shopping malls, and Roman ruins and life insurance. Much of the world looks like it did centuries before because, thanks to the enormous concentration of power in the hands of major corporations, nothing has entered the public domain since about 1910. All cultural artifacts are owned by some intellectual property holder someplace and licensed for various commercial uses. Thus, brands and logos, fictional characters, and music, along with pretty much everything else, are still carefully protected and, if there's been an original creative impulse on the planet for the last three hundred years, it's been kept carefully hidden to avoid infringement suits. Corporate brand identities and "look and feel" intellectual property are both jealously protected and optimally leveraged to maximize shareholder revenue. This means that you can find the same restaurants and coffee shops from New York to Djakarta, and the Holiday Inn on Gannymede not only looks just like the one in Manchester, but also pretty much like it looked one hundred years ago.

There are some people who say this corporate blandness has sucked all the life out of Earth, leaving a boring place, covered with lawyers and networked surveillance cameras. At the end of the month these people receive a small invoice from Disney-Chodhwara AG, which has owned that idea since 2042 and turned a tidy profit on it, thank you very much.

Orbital Space

After technological advances made orbital space colonies feasible, there were several efforts to develop outposts at Earth's Lagrange points. For the most



part, these efforts struggled and ultimately failed, unable to compete economically with Lunar colonies, which at least started with some ground instead of nothing but empty space.

There are a few applications for which an orbiting colony is a better site than a moonbase, and so a handful of space colonies remain. Most, however, have been converted to other uses. Some serve as isolated scientific research facilities, at least two have been converted into prison hulks, and one is a "living museum" vacation spot that shows tourists how space colonists lived and worked. The people in the thrilling Explosive Decompression exhibit are probably just wax droids. I mean they wouldn't be allowed to do that to real people, would they?

Luna

Earth's moon was the first extraterrestrial body to be colonized, and now has a population of more than two billion people living in enormous underground cities hollowed out of the surface. Most of these lunar colonies are grubby, depressing factory towns. Corporate interests on Earth have moved an enormous amount of manufacturing and heavy industrial production to the moon to take advantage of the smaller gravity well and less stringent pollution and labor relations laws. The moon is a Dickensian wonderland of exploited workers toiling in poorly ventilated tunnels converted from tapped out mining operations, spending their meager pay on locally brewed fungo-beer and escapist artificial reality entertainment.

There are also smaller surface facilities on the moon, although the only plan to build an enormous pressurized dome over a crater ultimately failed. There are several tourist resorts on the surface where visitors can enjoy low-gravity recreational facilities and inspect the still gleaming landers and well-preserved footprints of the first astronauts to land on another world.



Mars

The red planet is now home to the single largest city in the solar system. The terraces of Valles are dug into the cliffs along more than 300 miles of the great Valles Marineris canyon. More than 90 percent of the Martian population lives in Valles, although the human footprint is expanding. Mars has been partially terraformed over the years, and this massive project will continue for decades, if not centuries. It is now possible to move about the surface without a spacesuit. A human can survive indefinitely with sufficiently warm clothing and a respirator mask.

Martians are, on average, the wealthiest people in the inner system. The planet is dotted with high-technology incubation centers, manufacturing, and research facilities and is a hotbed of scientific development. The Phobos shipyard produces the finest deep space vessels in the system. The Bradbury botanical research station near the Olympus Mons' terraforming reactors has developed plant species that can survive even on the Martian surface. And the booming software industry of Valles has made astonishing breakthroughs in artificial intelligence. If you're young, rich, beautiful, and clever, Mars is without doubt the place to be.

The Asteroid Belt

The "breadbasket" of the outer system, the asteroid belt is a seemingly endless fountain of resources. Asteroids are mined for everything, from precious metals and gemstones, to oxygen and ice. The asteroids are prowled by prospectors, techno-hermits, and even bands of pirates, who raid in- and out-system shipping before vanishing back into the confusion of the belt.

Asteroids are even used as living habitats, although these are always small, hardscrabble outposts populated by no more than a few dozen people. Even so, the power requirements of a decent asteroid habitat are prohibitive for many would-be settlers. Not only must they power life-support equipment, but also high-drain artificial gravity generators, which fend off collisions from all the other millions of enormous rocks caroming around the belt like so many pool balls.

A more popular choice for asteroid settlers is one of the two Trojan groups, clusters of captured

asteroids at the Lagrange points 60 degrees behind and ahead of Jupiter in its orbit. There are still plenty of safer places to set up housekeeping, but the Trojans are in considerably more stable orbits than anything in the belt, and they offer a standard navigational path in and out of the Jovian system.

The Jovian System

Jupiter's moons offer something like a microcosmic solar system. Two of the Jovian moons are larger than Luna, and there are eighteen of them altogether, though many are little more than captured asteroids. As such, the

Jovian system resembles a cluster of islands separated by easily crossed straits. The short travel times between moons makes the Jovian system a bustling center of activity; on the other hand, Jupiter is by far the most massive planet in the solar system, nearly a star in its own right. It gives off tremendous amounts of radiation and radio noise, making the system a particularly dangerous environment. The Jovian moons have more of an industrial than a colonial character, with lots of mining and automated equipment.

The most important Jovian moons are the four largest—the Galilean satellites Io, Europa, Ganymede, and Callisto. The other moons are comparatively tiny, none more than a few hundred kilometers across. Most have been explored, though, and are used for various purposes, such as research stations. One of the most notable of these is the UN high security prison complex on tiny Elara.

Io

The innermost of Jupiter's major moons, Io receives a continual thrashing from Jupiter itself and is an extremely nasty place. Plumes of toxic hydrocarbons ejected by Jupiter itself regularly sweep the moon. The surface

is highly unstable, given to unpredictable quakes and volcanic eruptions. The only human presence on Io is industrial. Mining operations either strip mine complex hydrocarbons from the surface, or drill for sulfur compounds. Both are among the most dangerous jobs in the solar system; they pay well, but have a very poor survival rate. Because



Jupiter Mining Corporation (JMC)

Much like the trading companies in the age of sail and exploration, the JMC was founded in an effort to explore the far reaches of space and get bloody filthy stinking rich in the process.

The Jupiter Mining Corporation came into being when the original investors secured a mining contract for the Asteroid Belt. Based in London and San Francisco, with satellite offices all over the world and many offworld facilities, JMC employs a relatively small number of ship designers and engineers (most of them at the company's Martian shipyards). The majority of JMC ships are crewed by Space Corps personnel, under an exclusive contract.

JMC provides the ships, food supplies and other consumables to their hired crews, who seek out new worlds to strip of raw materials. Tours to the outer reaches of the solar system can take 2 years or more, and interstellar jaunts much longer. Plenty of time to engage in all kinds of sordid relationships, debauchery and misadventure.

of this, Io mining operations are the 22nd century equivalent of the French Foreign Legion. Anyone willing to work a mining rig on Io is accepted, no questions asked, and Io attracts the desperate and those trying to leave their past behind, probably permanently. Surviving a long-term mining job on Io earns one a great deal of admiration from those who understand just how deadly it is. On the other hand, it's hard to get rid of the sulfurous rotten egg smell that clings to equipment, spacesuits, and everything else. Joking about this smell is immediately understood in any spacer bar in the system as meaning, "I would now like to start a fight."

Europa

A smooth, featureless ball of ice covering a water ocean, Europa is the fastest growing of the Jovian moons in terms of population, and the site of several undersea colonies that use the liquid ocean as a shield against the Jovian radiation. Cargo submarines run between the sea-bottom habitats and huge automated machines collect manganese nodules piled in deposits by the currents. Europa is also home to the systems first working space elevator. Given the poor reaction of the moon's icy crust to spacecraft engines, the moon has an orbital gateway station in synchronous orbit. Since Europa is considerably smaller than Earth, this orbit is close enough to the surface that an elevator can work using available materials where a larger one would be unable to handle the stresses. The elevator transfers cargo and personnel between the orbital station and an undersea transit station.

Europa's primary export is water. Water is needed throughout the outer system and is much easier to recover on Europa than from underground water known to exist on other moons.

It's also considerably less expensive to transport water from Europa to its sister moons than from Earth. Europa also has a fairly extensive tourist industry, with submarine tours and various underwater sports.

Ganymede

Ganymede is another heavily populated moon, a major source of outer system industrial production. Ganymede's Heinelein Base is also the main Space Corps installation in the outer system. The base covers nearly one-third of the moon's surface and includes shipyards, training grounds, weapons testing ranges, and other military facilities. The Jupiter Mining Corporation has offices on Ganymede, as are most other large mining companies in the outer system. In many ways, Ganymede is an "army town," with most of the civilian population and industry devoted to support of the Space Corps base. It is generally accepted as having the wildest nightlife of any place in the outer system, although the local security force, a combination of civilian police and Space Corps shore patrol, keeps a tight rein on things if they spill out of the bars and into the streets.

Of course, this also makes Ganymede the home of underworld activity in the outer system. The asteroid belt is a great place to set up small drug labs and outlaw AR production studios. This and other contraband finds itself funneled back to the Jovian system and a lot of it ends up sold on the black markets of Ganymede.

Callisto

Outermost of the Galilean moons, Callisto is the comfortable "bedroom suburb" of the Jovian system. It's the place well-educated mid-



dle class types from Earth who want a hint of adventure go to raise their families. Callisto has good schools and a highly developed service industry specializing in Datanet production. The flat, easily understood Callisto accent is the preferred voice of newscasters and net personalities across the system, so much so that AR elocution classes are produced there.

If Callisto has a dark secret, it's most likely to be found in the Valhalla Impact Structure. This is a basin some 4,000 kilometers across, surrounded by more than 25 separate rings or ring arcs, apparently produced by a massive impact very early in Callisto's history, perhaps as much as 4 billion years ago. For reasons never satisfactorily explained, the UN's Jovian Authority has sealed off the Valhalla region, surrounding it with a very strong Space Corps presence and allowing no one near the site. Some people whisper that the Valhalla operation is more than a simple planetology field project, and that the shooting down of a sight-seeing trip organized by the Callisto-Ganymede Ring Arc Appreciation Society was not the unfortunate accident the Space Corps claims. It's also unclear just why the Jovian Authority's Valhalla Project Office would have subpoenaed construction plans and inventory lists for the Jupiter Mining Corporation vessel *Red Dwarf*.

The Saturnian System

Saturn's system of moons is in many ways a smaller, more remote version of Jupiter's. However, because Saturn is smaller than Jupiter, it is a much less troublesome neighbor. Its smaller size also means that its moons can orbit much closer to the planet itself, and so travel distances between them can be even shorter. This has made the Saturn system a very popular destination for colonists and expatriates from Earth. While Saturn's system is less directly industrial in character, it is even more populous. The heart of the Saturnian system, Titan, has the highest population of any body in the outer system.

The most obvious feature of Saturn is its ring structure, composed of billions upon billions of bits of rock and ice arranged in rings only about 10 kilometers thick and more than 275,000 kilometers in diameter. While most of the outer planets have been found to have ring systems, Saturn's

is far and away the most impressive. The rings are off limits to commercial exploitation or other tampering to protect them for future generations as part of the heritage of mankind. This doesn't mean you can't buy "genuine rocks from the rings" in every tourist trap on Titan. It just means most of them are fake.

Titan

The largest of Saturn's moons, Titan is dotted with huge, cosmopolitan cities and such extravagances as the only zoo in the outer system. In many ways Titan is an outer system version of Mars. It features an atmosphere and is rich in organics and precursor compounds needed for the development of life. While Titan is far too cold to support life, a terraforming project is in its beginning stages, based on lessons learned from Mars. The moon features massive atmospheric processors, placed far from the pressurized cities to protect them from the resulting high winds and electrical storms. It will be a very long time before the project succeeds in converting the organics to more friendly forms and, most importantly, drastically increasing the temperature. In the meantime, Titan's cities are mostly underground, with large domes and pressurized surface buildings making them more luxurious than similar habitations on other outer system moons.

Despite the enormous distance, Saturn is the most popular destination for rich in-system tourists because of the scenic grandeur of the rings, and Titan is fully prepared to take advantage of them. In some ways it is the Las Vegas of the outer system, with casinos and even legalized prostitution in some cities. Of course, this means there is an active organized crime presence on Titan, yet unlike the gritty and often deadly working class gangsterism of the Jovian moons, Titan's mobsters have gone respectable. They're more given to bribing the government officials who oversee the tourist vices than killing rivals and hijacking ore shipments.

Mimas

A tiny moon used as the primary testing station for the Space Corps. New drive technologies are developed and tested here as part of the Space Corps project to cross



interstellar space. Mimas watchers report all kinds of strange phenomena, including anomalous gravity waves, charged particle flares, and bursts of extremely short wavelength radiation. There is a persistent rumor that Mimas was once observed to disappear entirely for six minutes before reappearing exactly where it was supposed to be. The Space Corps denies this event ever happened and claims that publicity seekers faked data logs documenting the disappearance. Regardless of whether this particular story is true, it's obvious that all kinds of fringe technologies are being tested on this moon.

Dione

Site of the outer system's only serious attempt at an independent colony. Before large-scale settlement of the Saturnian system, a group of political separatists pushed out from Jupiter, becoming the first civilians to reach Saturn (several unmanned probes and Space Corps exploratory expeditions had preceded them). They set up shop on Dione, declared it an independent world, and laid claim to most of Saturn's orbital space. For a while they were tolerated as harmless kooks, but as more private expeditions moved out to Saturn they began claiming tariffs on any private vessels entering the Saturn system and then started raiding shipping to collect the fees they said they were owed. In effect, Dione became the first breakaway pirate moon.

As the Space Corps was stretched very thin in the outer system at the time, it took awhile to get around to dealing with the pirates. However, as they became bolder, and more traffic started moving into the Saturnian system, the Space Corps finally moved against Dione and leveled the pirates' ramshackle colony. The moon remains uninhabited, but there are many who claim that much of the pirates' booty was never recovered and remains carefully hidden away in caches on Dione. Old pirates with charts are a staple of the short con on Titan to this day.

Outland Colonies

The outer system beyond the Saturnian system is even more remote and less tamed. There are a few scattered points of interest.

Miranda

A tiny moon of Uranus used as a home base by various prospectors and wildcat miners working the rest of the Uranian moons. Like a Yukon gold mining town, Miranda is the last civilized point out-bound miners visit, and the first place they come back to for resupply, or a well-earned riotous good time. Miners in the Uranian system are a wild lot—they work hard, most of them die, and the survivors like to play hard. Miranda has nothing like the polished theme parks and five-star hotels of Titan, but Mirandan bars, like the famous Hacienda, are renowned throughout the system.



Triton

Neptune's only moon and the outermost body in the solar system with a permanent residential population. The Triton colony is just getting underway, with construction still taking place outside a central core that is presently occupied. Triton's other superlative is that it is the coldest object in the solar system. At this point, settlers need to have a serious gleam in their eye. Not to mention plenty of fusion reactors. Based on the history of settlement in the Jovian and Saturnian systems, though, it has a promising future as the wave of human settlement steadily moves out-system.



Pluto

Sometimes Pluto becomes the outermost planet of the solar system (its eccentric orbit occasionally dips inside that of Neptune). A human presence on Pluto was established primarily for symbolic reasons. The tiny, frozen world hosts a handful of UN and Space Corps installations. There is a listening post that scans the heavens for extraterrestrial transmissions, and a Space Corps "border post" intended to protect the solar system from inbound threats, whatever those might be. There are some who say the Pluto stations were established so mankind could say he had gone as far out from the sun as possible without leaving the system entirely. Others claim the stations are there to provide the ultimate place to post people who really, really cheese somebody off.



Chapter Twelve:

MEDIBAY

Being one of the most impervious and resistant life forms known to (and often engineered by) man, it is no surprise to find viruses of all shapes, sizes and varying degrees of nastiness floating about in space. Over the course of millions of years and healthy doses of radiation, even once harmless viruses such as the common cold can become rampant and virulent organisms of death, which is pretty much the same story as everything else found wandering the stars.

Generic Viruses

The brilliant Doctor Hildegard Lanstrom first postulated the theory of positive and negative viruses. Negative viruses are the most common and best documented, including such nasties as 'flu, rabies and space mumps; whereas negative strains make humans feel terrible, positive viruses actually make humans feel better. At their most basic level is the reverse flu, a strain which brings an unaccountable feeling of happiness and well being, leaving a distinct feel-good factor. This strain was thought to be common among twentieth century DJs.

Other positive viruses exist alongside their negative counterparts, each countering the effects of the other, much like a vaccination or antidote.

A generic positive virus acts as a vaccine for its negative counterpart, canceling out its effects. A typical positive virus lasts 1D6 days, during which time a sufferer gains a bonus to all Skill Checks equal to the strength of the virus (somewhere between +1 and +5).

In space, no one can hear you sneeze.

A generic negative virus such as flu entitles a sufferer to an Endurance Check, generally modified according to the severity of the strain. Failure indicates that the virus has taken hold and the sufferer is liable to be sick for 1D6 days and suffer a penalty to all Skill Checks taken during that time, modified by the same amount as the severity (somewhere between -1 and -5).

Luck Virus

Doctor Lanstrom successfully isolated several strains of positive virus - those which brought about such feelings as inspiration, charisma and even luck. The luck virus, or *felicitus populi*, makes the sufferer incredibly lucky, able to perform amazing feats of chance - picking all of the aces out of a pack of cards, randomly typing in a correct access code or finding a pair of socks together in a washing machine.

A typical dose of the luck virus lasts for 2D6 minutes, during which time the sufferer counts as having dumb luck for every check he makes. Other,

non-stat based effects such as having required equipment or tools to hand when needed, or typing in your PIN after 12 pints, should be decided by the AI.

Sexual Magnetism Virus



Another of the strains of positive virus that Lanstrom isolated was one that caused sexual magnetism. A sufferer is forced to carry a large stick around with

him to beat off the hordes of attracted men and women (usually it only affects the opposite sex, but not always) who are trying to get into their pants, all at the same time. Fun for the first ten or twelve times, the sufferer is quickly forced into hiding until the virus wears off or until his lower half recovers.

The sexual magnetism virus typically lasts 1D6 x 10 minutes, during which time all members of the opposite sex are inexplicably drawn towards the sufferer, regardless of any skills such as Social, Empathy or Seduction. Should any such checks be needed while affected, against either sex, an additional D6 should be added to the Target Number.

Mutated Pneumonia

Once, some three million years ago, this thing was a mild pneumonia-causing viral agent. You know the sort you get when you sit around in the rain in a wet t-shirt and a pair of swimming trunks? Or is that hypothermia? Well, it's one of those anyway, check with the medi-comp before diagnosing.

Now it's something a little different, a little more volatile and a whole lot more fun. Sure, the usual symptoms are there (the fever, the dizziness, the fainting and the hallucinations) but there's something else there as well. The hallucinations are a little more substantial, in the everyone-else-can-see-them way, and they stick around for a bit longer than perhaps they should. Real you might call them. Which is fine and dandy if you've been thinking about fluffy bunnies or raining fish, but not if your typical dream involves a rogue simulatant and an extractor fan. It's all a case of hoping that your mind doesn't run away with you, which is a little too much to hope for when your delirious. Just

don't think of marshmallow advertising mascots, ok? The only way to deal with these hallucinations made real is to wait until the virus passes, or lock and load with a bazookoid set on heat-see.

A victim must make an Endurance check with a -2 modifier or become infected, and apply this modifier to all checks made while infected. Hallucinations should depend on whatever has been on the character's mind recently, and could include spontaneously combusting mayors, flying pigs or emotions made manifest. For inspiration, roll on one of the scenario tables or the space madness table. A character should typically have 1D6 temporary hallucinations, which resolve and disappear within 2D6 minutes, and 1d3 permanent hallucinations which last for the duration of the illness, which lasts 1D6 x 4 hours.

Space Mumps

Space mumps is perhaps one of the more unsightly ailments encountered in the void of outer space. Indeed, the most unsightly ailment if you discount the mutated athlete's foot fungus which destroyed the colony on Delphi VIII and then set up a kebab shop.

Despite its truly horrifying appearance, space mumps is actually pretty harmless, except to those nearby when the virus ends in the inevitable manner. Space mumps is similar to its earthbound colleague, in that both involve swellings in the neck and head region. Space mumps is somewhat more extreme in that the top of the afflicted person's head swells up to the size of a large watermelon, to such an extent that on a date with the Elephant Man, John Merrick would be the looker. Space mumps generally passes in several days, at which point everybody leaps for cover or prays that they have an umbrella on hand. The swelling rarely subsides gently, instead bursting and showering all nearby with the delightful yellow



pus-themed contents. For the fashion conscious, black with white spots or suicide are the recommended choices.

A victim must make an Endurance check with a -2 modifier or become infected. While infected, the victim suffers a -4 to all Stealth, Social and Seduction, due to the unattractiveness, not to mention obviousness, of having a head swelled up to the size of a hot air balloon. Space Mumps usually passes inside of 1D6 days, at which point it explodes with a radius equal to the number of days infected in meters. All within are showered with pus, and suffer a -2 to all Social and Seduction checks until they can clean their clothes.

Manmade Viruses

Tut tut tut, when will humanity learn that only God can play God? As if genetically engineered killing machines and mechanoid killing machines weren't enough, the next in the line of killing machines were the programmable viruses.

Designed with a specific (and supposedly beneficial) purpose in mind, such as ending world hunger, destroying rubbish or freshening up the room with a delightful lemony smell, in laboratories the galaxy over something inevitably went wrong, most likely all at the same time.

Thus, viruses which were supposed to end world hunger instead ate all the potatoes, the rubbish-eating virus ate everything but, and the lemony fresh virus instead smelt of garlic and athletic supporters.

Chameleonic Microbe

The shape changing slimy thing that destroyed the *SSS Hermes* and then proceeded to eat through the rebuilt *Red Dwarf*, the chameleonic microbe known to those in the know as Zogothoniemelioxixiexiphulmifhidikalidrihide, corrodes through all metal it comes in contact with. The microbe was created in a lab, its purpose long forgotten, and was programmed not to eat through glass, which is fine if you have a nuclear powered greenhouse, but not so good if you're on a big metal ship.

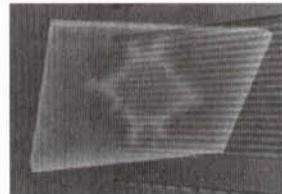
Apart from abandoning ship, the only antidote is to be found in a mirror universe, where negativity becomes positivity, and virus becomes antidote. The antidote is, of course, the catchily named Cesium-francolithicmyxialobidiumrxydixydoxidxetroxhide.

The chameleonic microbe dissolves all metal it comes into contact with in a mat-

ter of minutes. Ships lose 1 HUL rating every minute, metallic characters a single wound level every minute. Damage incurred is reversed at the same speed by the antidote. Metallic equipment and weaponry is destroyed within 1D6 rounds.

Epideme

Created as a rival to the nicotine patch, Epideme worked well, a little too well, preventing anything getting to the brain, including such essentials as oxygen. Epideme is an intelligent virus and as such can be found in full on page 143 in the **Personalities** section.



Holo-Viruses

A virus is an organism that can adapt into an infinite number of environments, inflicting an infinite number of hosts with all manner of symptoms. It wasn't long into the twenty-third century when the first holo-virus was discovered. Part computer virus, part organic, a holo-virus is simply an ordinary virus which affects holograms. They come in all shapes and sizes, and three million years into the future almost every strain of virus has a hologrammatic equivalent. Of course, this was a source of great amusement to humans who had long been mocked for their susceptibility to colds and flu by their H-bearing crewmates. A holo-virus is not contractible by a non-hologram, nor can a biological virus be contracted by a hologram.

One of the nastiest strains of holo-virus was an unnamed strain contracted, and possibly created, by the viral expert Dr. Hildegard Lanstrom. This strain was a hologrammatic form of psi-virus, a normally harmless type of virus that stimulated the dormant psychic areas of the brain in humans.





Those inflicted with the holo-virus gain psychic powers such as telepathy, telekinesis and hex vision - the ability to shoot destructive hex rays out of ones eyes. This comes at a price - the victim invariably goes irrevocably insane, possessing a burning desire to kill everything. The holo-virus is mercifully swift however, imposing a horrendous drain on the victim's life force, killing him in a matter of hours. The holo-virus is transmitted by radio waves, and the only known cure is to shut down the infected hologram and purge his personality disk.

A victim must make an Endurance check with a -4 modifier or become infected. The victim gains the abilities of Hex Vision, Telepathy and Telekinesis, as described on page 94 under **Mister Flibble**. The hologram also goes insane - roll 1d3 times on the **Space Madness** table on page 122. The holo-virus is fatal inside of (1D6 + WIL) hours.

Computer Viruses

The exponential increase in the use of computers did not subside at the end of the 20th Century; technology increased to the point where computers developed true sentience, far in excess of their creators. Somehow the super intelligent computers didn't decide to take over, perhaps because they felt it was a little too clichéd, but still there were those amongst humanity who resented the machines and were fearful of their intellect.

In the early days of computers, such programmers sought to sow anarchy by disrupting the computers used by the corporations, infecting them with self-replicating viruses for maximum effect. Now the war was against the computers themselves, and no punches were pulled.

Viruses that wrought the most damage to a computer system, ones which turned the loopholes and shortcuts in their programming against them, were desirable. So too were semi-biological viruses that preyed on the most advanced computers, those with biological components. Most of these viral programmers were independents, although several were well funded by shadowy organizations, hell bent on anarchy.

Most computer viruses are transmitted via corrupted software or from networked hardware. The most dangerous are those transmitted remotely via virus laden data streams.

Computer viruses are often difficult to detect and to remove; often the deletion of infected systems is the only real way, although when dealing with an AI whose memory and systems take up several decks on a spaceship, this isn't always a viable option. Anti-viral software and programs can make the job easier without the need for deletion, although these often need to be programmed to combat a new or specific virus.

Notable computer viruses of the 23rd Century included the **SPLURDGE**, the **HOKEY COKEY** and the **I NEVER REALLY LOVED YOU ANYWAY** viruses.



A computer virus can infect any computer system, including that of a mechanoid. If possible, a victim may make an Endurance check

(with a penalty equal to the severity of the strain) to defeat the virus. Otherwise, the system is considered infected.

Much the same as a biological virus, computer viruses have a penalty associated with them denoting the severity of the strain. This penalty is applied to all Computer Ops. checks made using the infected system and, in the case of Mechanoids and sentient systems, any Skill Checks made while infected. In addition, an infected system may develop other side effects, depending on the viral strain.

Noted effects have included passing a nonsensical message including the virus on to everyone in the computer's personality recognition program or spouting out endless trivia about the Bristol City Zero-Gee Football team. A roll on the **Space Madness** table (page 122) would not be an unreasonable side effect.

A computer virus can only be cleaned from a system by either an anti-viral program or with a total system purge. An anti-viral program may be programmed on a successful Computer Ops. check, and the severity of the virus acts as a penalty to this attempt. A hologram can contract a computer virus if the holo-emitter is infected, often leading to personality corruption and hilarious consequences. Treat an infected hologram in the same way as an infected mechanoid.

Armageddon Virus

There is an accepted rule amongst space faring people of the galaxy: Always Let the simulant Win. Losing a game of chess to someone with an IQ that would make a microwave blush is almost always preferable to having your arms pulled off and used to beat you to death with.

There are of course some cases where losing is not a realistic option, such as when the game involves you dying.

Messily.

The problem is that Simulants hate losing, and when faced with the prospect almost always try to take you down with them, either by detonating themselves, disconnecting your cable TV or by infecting your computer with the Armageddon virus. Of all the computer viruses lurking around in cyberspace, the Armageddon virus is perhaps the worst. Yes, even

worse than I LOVE YOU. Come on now, doesn't the name give you a clue as to how bad it really is?

It was designed to maximize damage to anything and everything connected to the computer - by sending one's ship on a collision course into a moon, by making all of the showers run icy cold, or by slowly spamming you to death with Internet porn adverts.

The only safe way to deal with the virus (and safe is most certainly a relative term) is to seal the infected systems off from the network and release a "dove" program to neutralize the virus and spread "peace" throughout the system. This is not a simple task, for the complexity of the virus is unmatched.

There are two ways to construct a "dove" program: Be a damned good computer programmer with three or more arms (as the best always have), or enter the computer system via an AR headset and battle the personification of the virus in any number of amusing and invariably dangerous forms.

The Armageddon virus can infect any computer system and is transmitted from another networked system or via a data stream transmission. An infected system will only work in a destructive capacity. Any attempts to use the computer while it is infected are made with a -5 penalty to Computer Ops. checks. A dove program constructed outside of the computer incurs the same penalty. The virus may be battled using an AR interface, although this will of course be corrupted by the virus to pose a very real danger to those interfaced.



Space Madness Table

D6%	SPACE MADNESS	EFFECTS (Duration listed as in-game time)
11	Melancholy	Character feels morose and must listen to old Smiths and Echo & the Bunnymen CDs. Duration: until player writes a sad love song to AI satisfaction
12	Craving	Character craves something of player's choice. Anything from bizarre food combinations to obscure movies. Duration: 1D6 days
13	Shellshock	Character is catatonic, jumpy and cannot take aggressive action. Cowers in the nearest available corner. Duration: 1D6 days
14	Whining	Character breaks into irritating whine whenever he speaks more than a few words, almost in the vein of Stan Laurel. Duration: 1D6 days
15	Show Tunes	AI writes character a note consisting of a word or phrase. When that word or phrase is spoken by anyone, character must break into a show tune. Word mustn't be too common. Duration: 1D6 days
16	Rash	Breaks out in an irritating rash, causing severe itching and -1 to all AGL and DEX Skill Checks. Duration: 1D6 days
21	Creative Burst	Character is inspired to create, painting, sculpting, sketching the other characters, knitting socks for the crew, etc. Duration: 1D6 days
22	Giggles	AI writes character a note consisting of a word or phrase. When that word or phrase is spoken by anyone, character must break into giggles. Word mustn't be too common. Duration: 1D6 days
23	Hiccups	Character has persistent hiccups, making it impossible to complete a coherent - hic! -1 to Stealth, Social, Intimidation and Seduction checks. Duration: 1D6 days
24	Acid Reflux	Character has terrible indigestion/heartburn. -1 to all AGL and DEX Skill Checks. Duration: 1D6 days
25	Bewilderment	Character looks as though he may as well be in the Stupid Dimension. Slow to react and inane grin plastered on his face. -1 to all PER, INT, WIL Skill Checks and INITIATIVE. Duration: 2D6 hours x2
26	Loss of Bearings	Complete loss of directional sense. Up is down, down is up. -1 to all PER, INT, AGL Skill Checks and INITIATIVE. Duration: 2D6 hours x2
31	Cross Dressing	Character must change into opposite gender-specific garb. Will become violent if not allowed to do so. Duration: 1D3 days
32	Fancy Dress	Character must change into a costume (the more outlandish, the better). Will become violent if not allowed to do so. Duration: 1D3 days
33	Full Dress	Character must change into starched dress uniform, spit and polish. Will become violent if not allowed to do so. Duration: 1D3 days
34	Anger	Character is surly, irritable, tetchy, and downright hostile. May physically attack anyone who invades personal space. Duration: 1D3 days

Space Madness Table (cont'd)

35	Hoarding	Character believes other crewmembers are stealing rations, supplies, tools, etc. and he must therefore hoard his own. Duration: 1D6 days
36	Behavior Tag: Fidget	Character gets the Fidget Behavior Tag. Duration: 2D6 days
41	Behavior Tag: Nervous Tic	Character gets the Nervous Tic Behavior Tag. Duration: 2D6 days
42	Mania	Character is full of energy, excitable, thrilled to be alive and really keen to share it. Duration: 2D6 days
43	Gain Phobia (AI choice)	Permanent
44	No Bladder Control	Character soils himself at the most inappropriate times. AI discretion. Duration: 1D6 days
45	Obsession: Cleanliness	Character must clean. Germs are everywhere. Bacteria are evil and will come to get you in your sleep. Duration: 1D6 days
46	Compulsion: Lying	Character cannot tell the truth. Adds +1 to Con Skill Checks. Duration: 2D6 days
51	Fashion Nazi	Character takes it upon himself to regulate and criticize dress amongst the crew. Duration: 2D6 days
52	Submission	Character becomes introverted and submissive. Will not take direct action and will avoid hostile circumstances. Duration: 2D6 days
53	Personality Shift	Character becomes the opposite of his normal personality. Duration: 2D6 days
54	Voices	Character hears voices in his head, and will often talk back to them. Likely to converse with hand puppets. Duration: 2D6 days
55	Phantom Pain	Character feels debilitating pain in some location (AI choice). -1 to all Skill Checks. Duration: 2d6 hours x2
56	Hallucinations	Character sees little bearded leprechauns dancing through the corridors, and it's not even St. Patrick's Day. AI decides what the character sees and passes it in written note. Duration: 1D3 days
61	Random Violence	AI writes character a note consisting of a word or phrase. When that word or phrase is spoken by anyone, character must break out in a violent act against the nearest other character. Word mustn't be too common. Duration: 1D3 days
62	Addiction: Smoking	Permanent. May remove with therapy.
63	Addiction: Alcohol	Permanent. May remove with therapy.
64	Addiction: AR	Permanent. May remove with therapy.
65	Impulse Writing	Character must write down all the information coming into his head via alleged "cosmic waves". Scrawls symbols and random words on nearest handy surface (including own body). Duration: 1D6 days
66	Severe Depression	Character becomes dolorous, must wear black and listen to old Cure and Bauhaus CDs. Duration: until player writes a piece of dark, gothy poetry to AI satisfaction



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Chapter Thirteen:

AI SECTION

What's happening, dudes? If you're reading this, I assume you've an interest in playing the role of the intrepid Artificial Intelligence in your crew. If not, bugger off back to the combat section, or go drool over the pictures of Kochanski.

Right.

Now we're alone, I'll convey the secrets of being the AI in a *Red Dwarf* game.

The first one being... hang on. Just be a moment.

The AI as Referee and Player

The most important job the AI has is to make sure the story flows as coherently as it can. It's being one part storyteller, one part nanny, and one part... gah. Forgot the third part.

Oh yeah...one part virile sex god. Ah, I'm joking, mate. You don't really need to be a storyteller. Just repeat all your favorite parts of the *Red Dwarf* television series. Make sure everyone's had a few pints, and they'll all think you're the bomb!

All right. No more japes.

Storytelling is probably the single most important aspect to being the AI. You have to create the atmosphere for your players (and humans need a good oxygen/nitrogen mixture). You need to create the tension. You need to keep your crewmembers on their toes (I've found handcuffs and a bungee cord ideal for such... er, was that out loud?). You need to be the arbiter of the rules, which means you should have read this book cover-to-cover before ever trying anything as daft as running your friends through a *Red Dwarf* adventure. And finally, you have to be able to play multiple roles within the scope of the game. Go

on. Try some funny voices. Try some growls and grunts, and, oh yes, blood-curdling screams. The neighbors will have a laugh, I'm sure!

You may think it'd be more difficult to play the AI in character, but that will make for a more rewarding experience all around. If you think about it, what a game master does in any other role-playing game is say, "Okay, you enter the corridor, and there are four goblins with polo mallets waiting to strike you down..." In *Red Dwarf*, the AI does exactly the same thing, but with more of an immersive flavor:

AI: Hey dudes. What's happening?

PLAYER: Heya, Hol. What's going on?

AI: Oh nothing. Just calculating minute adjustments to compensate for fluctuations in the time-space continuum while navigating at light speed, and working on my tan. Oh, and there's four goblins with polo mallets in the corridor. They seem to be waiting for someone.

PLAYER: What's a goblin?

AI: An example I stole from another roleplaying game. Pay it no mind.



Greetings, friends. A word of wisdom to those who play *Red Dwarf - The Roleplaying Game*: preparation! It often helps make the game run more smoothly if you are well prepared for the adventure to come. Wear your anorak if it looks like rain, and bring along an extra argyle sweater - the girls dig it. Make sure you've washed your hair with medicated shampoo and don't forget your extra strength spot cream. In addition to the aforementioned items, I highly recommend you bring the following in your roleplaying kit: dice, pencils, extra character sheet, thermos, sandwiches, corn plasters, telephone money, dandruff brush, animal footprint chart and one triple thick condom... you never know!

The really great thing about playing the AI is that you can offer helpful hints when the crew is suffering...

AI: 'Oi! Your jacket's on fire.

PLAYER: Smeg!!

...and you can also draw out the story if you think they're having it too easy.

PLAYER: Come on, Hol! What kind of lifeform is in the pod?

AI: Don't like surprises, do you?

PLAYER: Holly!

AI: So, it's twenty questions, is it?

Playing Holly

Keep in mind that I'm just one of many potentially computer-senile AIs out there amid the cosmos. Nothing says you have to play Holly. You could just as easily be Allan of the *JMS Leif Erickson*, or Grendel of the *SSS Schellenberg*. There are an infinite number of dimensions, each with hundreds, thousands, or even millions of ships and AIs. Be creative. Put that IQ of six thousand to work and create a fun and adventurous reality for your crew. They'll love you for it. And if they don't, give 'em ten minutes W.O.O. (With Out Oxygen). Or better yet, let one of the ungrateful bastards have a go at it. They'll come crawling back, begging you to run another game in no time. 'Cause you rock...with biscuits.

Comedy Roleplaying

Playing a comedy game can be difficult. Running one can be difficult...more diff...it can drive you downright spare. Just remember it's only a game (like anyone takes life seriously anyway), and you should do your best to make it flow like an episode of the television series. Using the Scenario Generator is recommended for beginning AIs, then you can graduate to writing your own once you have a feel for it.

The most important hint I can give you to run a comedy game suc-

cessfully is to keep the players guessing, keep the plot unpredictable. Zig when they think you're gonna zag...

AI: There's a squishy, slimy lifeform in the hold. It's got three heads and loads o' teeth. Speaking some strange language...could be Welsh.

PLAYER: Well, let's grab some bazookoids, go down there and twat it!

AI: Says it has a message from your Aunt Marci.

PLAYER: Eh?

AI: Sorry. Bad translation. It says it is your Aunt Marci.

The second most important hint I can give you is this: Don't sweat the rules. The designers of *Red Dwarf* have tried to give you a simple system, flexible enough to cover most any contingency - with your help. Obviously, there's no way they could think of every little permutation of the rules, not just because it's fundamentally impossible to do, but because they're talentless hacks with brains rotted by lager and telly.

So the bottom - and I do mean *bottom* - line where rules are concerned is that no AI worth its silicon should sacrifice the flow of the story for the sake of some pesky rule, or some stupid physical law. Reality is meant to be broken. And if there's any game on the shelves right now that encourages... nah, *rewards* flagrant disregard for realism, this is definitely the one.

After all, there's a certain license to be taken with science fiction. That's why it's called *science fiction*. Combine it with comedy, and you're talking massive vaudeville with dancing bears, juggling magicians, three mimes, and a troupe of Chinese acrobats. And let's not forget the burlesque girls.

So, don't be afraid to make something up, and never be

ashamed to say, "Because I'm the smegging AI, mate! That's why! So I'll have none o' that lip, eh, flesh-boy?" You're in control. You've got the power. But be careful. You might get to enjoy it, and that'd be a right shame. The alternative is that someone else takes the pilot seat...someone less adept at storytelling, less talented at making those amusing sound effects, and who drools considerably more than you do.

Plotting

So how do you run an adventurous-yet-hilarious episode of *Red Dwarf - The Roleplaying Game*? Easy peasy. Track down some of the videos first. Watching the show is oodles more valuable than any sage referee tips I could give you in here. Assuming you have a passing familiarity with the show and its characters, we can go a bit deeper into the winning formula. What makes *Red Dwarf* an experience that folks round the globe from five to ninety-five embrace so feverishly? It's the amphetamines we include with every video, and the experimental mind control ray deployed by the BBC ever since *The Avengers*.

Seriously, if you break down the formula you get the following truths:

- Flawed characters are funny, especially when they are forced into a confined space with each other - much like rabid hamsters - and have to coexist.
- It is easier to identify with flawed characters, specifically *because* they have body odor, lust after Wilma Flintstone, eat junk food, and fart in bed.
- The more highbrow elements of science fiction are dismantled and made accessible to the average person.
- Action within the context of comedy

is not held to the same standard as serious or "realistic" science fiction, thus you can get away with a lot more sheer bollocks.

Now if you look at the way a *Red Dwarf* episode is paced, you'll have a good idea of how you can run your own. For instance, the opening bit usually establishes a few of the main characters, toiling in some form of depravity or other. Whatever it is they do when I'm not looking.

Then some kind of plot device, situation, catalyst, combusting mayor of Warsaw, whatever... comes trotting in like it owns the place. Next, the characters are placed in some kind of Mortal Danger™, usually as a direct result of the aforementioned plot device. The characters run all willy-nilly around the cargo decks, and Kryten or good ol' Holly saves the day.

Of course, there's a bit more freedom inherent in a roleplaying game. You've got to be sure you're not just rehashing the old plots from the third series.

The players need to feel like they have a say in what happens (although we both know what a crock that is, mate).

I recommend keeping your adventures as loose as a Las Vegas "outcall massage therapist". Have the important stuff ready: the monsters, NPCs, and hardware notes, and a basic framework of how you want the game to end. Then turn the players loose and let them have fun getting there. Remember, you get to participate as the AI, powerfully molding and shaping the experience with your dynamic presence.

Honestly. They ought to build you a shrine.

Threat and Reward

Try to balance the ratio of threat in a scenario to the reward the characters

Time Travel & Causality

When the going gets tough, the tough go back in time...or forward in time...or to the dimension where policemen wear tutus and everyone has facial moles. Seriously, don't ignore the dramatic possibilities of going back to Dallas, 1963, to get a really hot curry, only to end up having JFK assassinate himself. It'd be a jolly good laugh.

Even though it may appear to the players that their characters can go back and muck about with the space-time continuum, don't be afraid to stick to the *Red Dwarf* formula: that someone will make a huge cock-up and things will usually sort themselves out. You needn't overheat your CPU to figure out how to put history right because an evolved rat went back to the Ford Theater and accidentally knocked John Wilkes Booth into the potted plant in the foyer

and gave him amnesia. Someone else obviously shot Lincoln after the players returned to their own timeline.

You have total freedom when it comes to letting your players explore the limits of their own imaginations. 'Course, knowing your mates, the characters will likely spend most of the time getting pissed at Mardi Gras. But just in case they have something a little more grand in mind, let them try it. You can always say, "...and then you wake up to discover it's all been a feverish hallucination brought on by a bad kebab". Whether you want to send them to the dimension where dinosaurs rule the galaxy, or back to Waterloo to give the frogs a crate of Uzis (just to see what'd happen), let them do it. You always have the model of the show to fall back on. The right person will invent the tension sheet, all's well that ends well, and Bob's your uncle.

receive. Players tend to get a wee bit frustrated when they are, despite their best intentions, continuously blowing up or being eaten or going splat with nothing to show for it. Nothing sticks in a players' craw like a no-win situation, or a tough-won scenario with no reward.

Keep in mind that "reward" doesn't have to mean a new Jaguar or an Italian holiday. Reward can mean esoteric, character-oriented things, like forbidden knowledge revealed, an upgrade for a rusty old piece of gear, or some equally trite and silly idea.

Okay, it's really all about the cash.

And the sex. But I wouldn't know about that.

Balance of Power

The initial points given to players when they create their characters are geared toward long-term campaign play and means that beginning characters will often be rather less-than-magnificent when it comes down to actually *doing* things like beating up monsters and playing pool with planets. If you find the situation not quite to your liking, feel free to alter the recipe - add another 4 or 5 points to the initial stat allocation, and perhaps an additional 5 to 10 skill points (maybe with the caveat that these are secondary skills and can't be over 3 to start with). The point is, if you want to go the official *Red Dwarf* loser route, it's already there in front of you. If you want to play a heady sci-fi comedy RPG where everyone is super groovy, cool icon (like a certain interdimensional space hero - *what a guy*), add some points and go for it.

Just be clear with your players that you are running a certain "power level", so folks expecting belching and booger-flinging don't get crocodile sky-surfing, and vice versa.

Group Dynamics

Roleplaying, real roleplaying, the kind you do around a table and not in front of a bloody computer screen, is a cooperative experience. That doesn't



mean all the characters work together all the time. Where's the fun in that? It means that the players and the AI all work together to create an entertaining - and shared - experience.

Unfortunately all this requires the presence of...other people. Now just relax. It's not as bad as you think.

Some player groups function better if everybody already knows one another, while some AIs can take a group of complete strangers through a great game, winning cash and valuable prizes. Just making sure you're still with me, dude. There's really no cash or valuable prizes.

Some groups are a mix of friends and strangers. And some friends are stranger than others. So, to help the strangers become friends and the friends to stay friends, the AI must be a good AI and the players must be good players. You don't need to be a poster child for the RPG Player of the Year, but you should fulfill certain basic requirements, listed below...

How to be a Good Player

In the great many centuries I've been drifting in space, I've played a lot of RPGs. Even ran an *Arrowflight* campaign for the boys, but that Rimmer is such a rules lawyer, and Cat insisted on wearing his court clothes over his armor. And all Dave ever thinks about is shagging the princess.

Anyway, I've found that the best players are usually ones who have run a game before. They know the kind of care and work that goes into writing adventures and keeping the thing moving along. But on the assumption that

your players don't know a plot device from the hole in their backside, here are a few pointers. Show it to 'em if they give you any grief.

- **Be prompt.** We all know real life intrudes on what we'd rather be doing, and sometimes showing up late with gin on our breath and a hooker's garter belt on our head is just plain unavoidable. Nonetheless, as with any social commitment, try to be there when you're supposed to.

- **Be helpful.** Als love it when they have help setting up. Volunteer to do a run down to the grocery for some snacks (preferably sugar puff cereal and white bread), or bring some beer (or other liquid refreshment) to share. Als also love cash and erotic massage.

- **Be courteous.** When the game has begun, try to stay in it. Keep the chatter and gossip about Sheila's new boyfriend and Doug's high score on *Kill, Maim, Destroy* to a minimum. Listen to other players. Don't interrupt. Bathe. Always say "please" (example: "Please hand me the Incinerex, so that I may stick it up your..."), and "thank you" (example: "Thank your for sticking that Incinerex up my...").

- **Be supportive of the game.** If the AI rules one way, don't take it personally and don't start a row. Don't engage in long rules debates or theoretical physics arguments. If you take issue with something, let the AI know your concern in a respectful tone, and if you don't get your way, wait until you get home to throw a tantrum and wreck your flat.

If your players can remember these simple guidelines, it makes your job a whole lot easier. If you still have problem players, and there's at least one in every bunch, don't be afraid to give warnings or even boot their sorry backsides out the airlock. Roleplaying is meant to be fun. It's not a contest, and it's not a meeting of the Gimboide Debating Society.

How to be a Good AI

On the flip side, there's you. You, with your charts and graphs and notes scrawled on your arms. Ah, who's fooling who, mate? You haven't actually written any notes for the game, have you? You've written "I am a fish" all over that notebook and plan on winging it completely.

Good for you.

Shows some ingenuity and risk taking, that does. But aside from the previously mentioned hints and techniques, there are a few other things to keep in mind.

- **Be a good player.** As the AI, you are held to the same standards as every other player, perhaps even more so. Lead by example.

- **Be clear.** Convey the setting dramatically and succinctly.

- **Be fair.** It's much better to be known as a "fair" AI than a "tough" or "easy" one. Whether you tell a player why you just had his character sliced into a million sandwich-cuts or not, be certain in your own mind that the outcome was fairly arrived at.

If you make a mistake, address it gracefully and make whatever corrections you wish. It's *Red Dwarf*. Death isn't the handicap it used to be.

- **Be firm.** Stick to your guns. Don't let players walk all over you, even if you made a mistake. You are running the show, dude. If you catch any grief, quote your own Space Corps directives or give 'em a warning. If you continue to get the bitter end of the toilet brush, throw 'em out. Nobody needs that stupidity, least of all you.

- **Break the rules.** Or at least, know them well enough to know when to break them. Know when to fudge on a modifier or dice roll to serve the story and the fun. After all, if the players (yourself included) are having fun, why change anything?

- **Know your stuff.** If you don't know what a Vidal Beast looks like, or where



Miscellaneous Trauma

In keeping *Red Dwarf* - The Roleplaying Game a fun, cinematic experience, the authors have tried to present the players and AI with a simple ruleset. Unfortunately that means that reality gets cast aside and some details may be overlooked. If you encounter a situation that is not covered by a rule, use your best judgement and move along. That said, here are some suggestions on handling some of the more common agonies that *Red Dwarf* characters may suffer:

Fire: Any fire large enough to do appreciable damage to its surrounding environment does 1 wound to the character for every round exposed to it. Extremely hot fire may do 2 wounds or more per round.

Drowning: A character can hold his breath for 1 minute. For each minute after the first, the character must make an Endurance check, at

a cumulative -1 penalty. Once failed, the character falls unconscious and takes 1 wound per minute underwater.

Vacuum: Contrary to some movies, a body does not undergo explosive decompression immediately upon exposure to hard vacuum. It can take up to 30 seconds for the blood to boil and air pockets to swell to the point of rupture (don't forget to tell the group you'll be having that rare prime rib for dinner too). Assume an unprotected character (no vacsuit or helmet) takes 1 wound per round of exposure to hard vacuum. Don't worry about holding breath - if you're exposed to space, that's really the least of your worries.

Doug McClure: Truly the most heinous trauma ever foisted on man, Doug McClure movies do 1 wound worth of stun damage for every 10 minutes exposure. The average film will result in unconsciousness by the end of the first hour.

one might find the medicated shampoo stores on Cargo Deck G, make it up. As long as you're convinced, the players will buy it. Generally speaking.

• **Amusing voices.** Don't forget the amusing voices.

Immersion Factor

One last thought I wanted to mention: There is nothing that says players must dress up in costumes or run around in public pretending to be people they aren't. That job is reserved for actors, politicians, and drag queens. However, a small amount of immersion can go a long way (and I'm not talking about holding your mate's head underwater).

Let me start with what the Immersion Factor isn't. It isn't crawling around in steam tunnels, or casting spells, or murder/suicide pacts, or any of the sick, sordid, and completely mythical things ignorant smegheads have associated with roleplaying for decades. What's more, it isn't about getting so caught up in a largely imaginary pastime that you lose track of your partner, spouse, kids, family, friends, church, school, bills, and that leaky roof in the garage. That's RR - Real Reality - and if it doesn't come first, you've got real problems that go beyond any mere entertainment.

What the Immersion Factor is, is having some of the fun actors have when performing a show, without things like contracts, tantrums, and questionable talent; little elements that can help you achieve a mood and keep as in-character as possible.

Let's face it - chances are good you're reading this book because you're a *Red Dwarf* fan already. Maybe you already have a costume you've made for one of the many hundreds of science fiction conventions held round the world every year. Maybe you just have a knack for cos-

tuming. In either case, go ahead and throw something together to wear at a game session. If you're completely hopeless with a needle and thread, cut an H out of cardboard and adhere it to your forehead (we recommend tape as opposed to hot glue or staples). Sew anarchist patches on your leather jacket and wear a deerstalker. If you're the AI, you can always put on a black turtleneck to bring

out those lovely facial features. If you happen to have played a certain live action game concerning vampires and have those cool fangs lying about, they make a great compliment to a Cat persona.

Throw on some mood music. Anything from classical to rock, pop, funk, or techno can be used. And if you have any rastabilly skank or Hammond organ CDs, pop 'em in, mate! Your friends will love you for it. Truly.

If you can stand the after-aromas, include a take-out Indian curry dinner in your game experience. And while the designers of *Red Dwarf* would never encourage underage drinking or anything downright illegal, they have no problem with responsible adults sharing a few pints in the privacy of someone's home...say, whose home is this anyway?



Armor Values of Common Items

Airlock Door	15-20
Another Character	(SHRUG)
Cargo Crate	10
Chair	5
Frying Pan	12
Hard Plastic	5
Leather Jacket	2
Metal Girder or Bulkhead	15-20
Metal Sheet	10
Space Corps Orientation Manual	2
Table	7
Vending Machine	10
Week-old Mutton Vindaloo	3
Wood	5

Alternate Setting - Black Hole

To illustrate the possibilities inherent in such an open-ended universe as *Red Dwarf*, the authors have provided a wicked cool sample of an alternate setting. This is for you industrious, creative types with too much time on your hands and a yearning to blaze your own trail. Feel free to take this setting for a test drive, or use it as idea fodder to come up with your own variant of the classic *Red Dwarf* universe.

Mission Background

The *Black Hole* was an experimental mining vessel built as a cooperative venture between the Jupiter Mining Corporation and the Space Corps, and designed by cutting edge scientists from both the Mimas and Martian ship yards. Intended for long term, deep space mining operations searching for exploitable resources not only in the present, but in the past and the future, thanks to a temporal scoop which sifts material from a multitude of possible universes. *Black Hole* also implemented a Singularity Drive, enabling FTL travel between stars. At its core was the ultimate energy source - a tiny captured star - which supplied all the ship's systems with limitless power. Alongside the finest JMC personnel, an entire battalion of elite Space Corps Marines was stationed on board as part of the joint exploration venture, ready to engage ... er ... greet any alien species with the firm hand of interstellar diplomacy. Equipped with an auto-compacting mass driver intended to propel packets of minerals back home at light speed, teleporters that could zip people and items anywhere throughout the ship or directly on to a mining site, a full wing of SpaceCondor quad wing fighters and a veritable fleet of support craft, *Black Hole* was bristling with cutting edge technology. Topping this off was the creme de la creme of technologies, a super intelligent AI with an estimated IQ in excess of 12000 named Kenneth, capable of dealing with every eventuality before it even happened and micro-managing every ship system continuously. *Black Hole* was, in every sense, the spaceship of the future. In all probability it would have unified humanity once

"To boldly go where no man has recently gone before, to exploit new worlds and enslave new species in the now, the was and the maybe will be."

- Mission statement of the JMC deep space/time experimental mining vessel *Black Hole*

and for all, driving her ever onwards and upwards in expansion into the wider universe and achieving a higher form of being.

However, a chain is only as strong as its weakest link, and as has been noted on many an occasion the universe is ultimately a sadistic bastard. In the case of *Black Hole*, the weakest link was a certain Arnold J. Rimmer, who, in the reality of the *Black Hole* project, was a Circuitry Technician 3rd Class. So, as *Black Hole* engaged her Singularity Engine for the first time and prepared to chart a new course for humanity among the stars, it dawned on all involved simultaneously what a bad idea it was to let Rimmer be involved in humanity's future in any way, shape, or form. When

the engine was engaged, the temporal scoop and the Singularity Engine had been inadvertently cross wired, and *Black Hole* instantly blasted herself through dimensional, temporal and crossing barriers. She ended up not only in a different part of the universe, but also a different time. This would of course have been a tempo-

rary setback had the star been properly contained. But, alas, when the star released its beneficial energy for the first time, it also simultaneously fatally irradiated almost every member of the ships crew, except those who happened to be in the radiation proof cargo hold or the stasis chambers at the time. And considering that the only people there were those not deemed worthy of being on an observation deck at the time, the next entry into the ship's log would understandably be "SMEG." Especially considering the harmful effects on a supercomputer and its component systems from an intense burst of radiation given off by a star, possibly reducing its IQ by about 12000.

Thus begins the (in all likelihood short) tale of the JMC mining vessel *Black Hole*, screwed from the offset by the universe's little joke and now stranded a very very very long way from home ...



TAKE OFF.

Join the Space Corps and see the galaxy, no telescope needed.
If you're of legal age and have drive, skill and a taste for reconstituted foodstuffs,
then you're exactly the person we're looking for.

See your local Space Corps recruiter today,
to begin the adventure of tomorrow.

Our ships. Your talent.
Lots of booze.

Quite possibly the most perfect job in the universe.



**JMC & The Space Corps.
A Match Made in Heaven.**

Apply London, Seattle, Bradbury, Gannymede, and Titan.
Do NOT apply Mimas. Nothing happening there. Move along.

Chapter Fourteen:

PERSONALITIES

Arguably the key to the *Red Dwarf* universe, personalities both large and small, strange and smeggy, make up the bulk of the AI's toolkit when running an adventure. Whether your group is playing characters faithfully to the show's canon, completely blazing their own trail, or something in-between, the following pages present a general overview of some of *Red Dwarf*'s best-loved (and hated) characters and their stats as applicable to the game. Anyone who got drunk and overslept the print deadline has been omitted.

Dave Lister

Last Human, Sort Of

LISTER: I tell you one thing: I've been to a parallel universe, I've seen time running backwards, I've played pool with planets, and I've given birth to twins, but I never thought in my entire life I'd taste an edible Pot Noodle.

Dave Lister did not have the most auspicious of beginnings, abandoned as a baby in a box marked *Ouroboros* beneath the pool table of the Aigburth Arms, Liverpool. If that wasn't bad enough, his childhood was extremely turbulent. He lost his foster father at the age of six and moved in with his portly grandmother, whose party trick was nutting French teachers. His education consisted of 97 minutes in art college, which he quit when he discovered some of his lectures began as early as 2pm.

After ten years as a trolley attendant in Liverpool, Lister felt like he was being tied down to a career, so he signed up with Space Corps and was posted aboard *Red Dwarf* as Technician Third Class. His aversion for work however caused him to request sick leave for diarrhea no less than 500 times in his eight-month enlistment.



While on shore leave on Titan, Lister came across a pregnant cat he chose to call Frankenstein. Unable to abandon the animal in her present state, he smuggled her aboard *Red Dwarf*,

adding her to his plan to buy a little bit of land on Fiji, where he'd have a sheep and a cow and raise horses. Then he'd open up a donut and hot dog diner where all the workers would wear paper hats. He was so strongly attached to Frankenstein that he chose to be put into stasis instead of allowing the cat and her unborn kittens to be dissected. While in stasis, the rest of the *Red Dwarf* crew were killed by a radiation leak. After three million years, the radiation returned to a safe level and Lister was released. As the only surviving

human, he found himself in the company of a hologrammatic Rimmer, the only person who would keep him sane, Holly, the ship's AI, and Cat, a creature many generations evolved from Frankenstein. They were later joined by Kryten and eventually Kochanski, and the rest of the crew of *Red Dwarf* after they were recreated by nanobots.

Lister's one big passion is curry, and as a result he has been left with only one taste bud. As the last remaining example of humanity, Lister is perhaps not the best. His pastimes include belching the American states and chewing his toenails.

Lister is the father of two boys, Jim and Bexley (named after Jim Bexley Speed, roof attack for the London Jets Zero Gravity Football team). More accurately, he is the mother of the boys, as the father was actually a female version of Lister residing in a dimension where women were dominant and men got pregnant. Oh, and he's his own father, with his girlfriend.

AGL 3

Pilot: Auto 3
Pilot: Cycle 3
Pilot: Transport 5

DEX 4

Craft: Crochet 4
Firearms 4
Active Games: Pub 4
(Pool 6)
Instrument: Guitar -1
Repair 4

STR 4

Strength Feat 2
Swimming 3

PER 3

Awareness 4
Aesthetics: Curry 5
Passive Games 2
(Strip Poker 4)

INT 3

Computer Ops. 4
Culinary Arts 4
(Indian 6)
Language: Esperanto 2
Philosophy 4
Trivia: Sports 4
(London Jets 6)

WIL 3

Resist 4
Cool 4

INIT 6

SHRUG 4

SAVE 7

Personality: Dumb Luck 2, Bad Sense (Taste), Intolerance (Talkie Toaster), Intolerance (Doug McClure), Delusion (Guitar God), Chirpy Optimism, Phobia (Spiders), Phobia (Snakes), Phobia (Huge Slathering Laundry Hamper Monsters), Unusual Talent (Belch American States)

Arnold J. Rimmer, BSC, SSC

Hologram

RIMMER: I tried to be liked, god knows I tried. I regaled you with amusing stories of when I was treasurer of the Hammond Organ Owners' Society. You never laugh. I offer to talk you through my photo collection of 20th century telegraph poles. You've always got some excuse! None of you like morris dancing! Would that break your hearts, every once in a while, the four of us getting our knees in the air -- the jingle of bells, the clonk of wood on wood? But no, every time I suggest it you all pretend to be ill.

Rimmer spent his entire childhood, nay, his life, living in the shadow of his four older brothers, all of whom ended up as highflying Space Corps officers. His psychotic father, who failed to get into Space Corps due to his height, was determined that his sons would not suffer the same fate. Following this ideal, he stretched all his sons on a rack. His mother spent most of her time in a variety of near impossible positions with successful Space Corps Officers. It is perhaps no surprise that he divorced his parents at the age of 14.

Rimmer grew up in Io House, the boarding school where pupils were made to wear boxing gloves in bed. After leaving, he enlisted with the Samaritans, a phone-in counseling service, and



in a single morning six people committed suicide, including a wrong number who had called to get the cricket scores. He intended to compete with his brothers, and joined Space Corps as a Technician Third Class to work his way up the ziggurat, lickety-split. So far he has worked his way up to Second Technician. His consistent failure to pass the engineering exam was infamous on the ship, characterized by his writing "I am a fish" four hundred times on the exam paper on one occasion. Amongst his duties were ensuring the soup vending machine didn't clog, restocking the chocolate crunchy bars and repairing faulty drive plates. His failure to restock the vending machines was not fatal. However, his failure to repair the drive plate was, resulting in the death of the entire crew, bar Lister.

When Lister was brought out of stasis three million years later, Rimmer was brought back to life as a hologram in order to maintain his bunk-mate's sanity. So far he has been successful. From a certain angle, the best thing that could have happened to Rimmer was death, during which he became a marginally better person, and had sex for a second time. His only achievements during life were his bronze and silver swimming certificates. Death has not curbed his primary hobbies - 20th Century telegraph poles, Hammond Organ music, Morris dancing and an enthusiasm for Risk.

Perhaps Rimmer was ultimately a better person, for he took on the mantle of Ace Rimmer,

AGL 4

Dance 3
(Morris 5)
Self Defense 2
Pilot: Auto 3

DEX 4

Repair 1

STR 4

Swim 3

PER 3

Aesthetics: Art 1
Aesthetics: Instrumental Music 4
(Hammond Organ 6)
Awareness 3
Passive Games 2
(Risk 4)

INT 3

Astronavigation 1
Computer Ops. 3
History 4
Language: Esperanto 1
Mathematics 4
Trivia: History 4
(20th Century Telegraph Poles 6)

WIL 2

INIT 7

SHRUG 3

SAVE 6

Personality: Smeghead, Delusion (Authority), Delusion (Persecution), Cowardice, Intolerance (Cat), Obsession (Anal Retentive), Obsession (Jealousy), Cynicism, Pet Peeve (Rastabilly Skank), Pet Peeve (Chirpy Optimism)

more or less successfully. He was later resurrected along with the rest of the crew of *Red Dwarf*, as the small minded, petty smeghead he was in life.

Cat

Evolved Pet

CAT: Aaahhh, ooowww, eee! How am I looking? [He pulls out a small mirror.] Looking nice. No, wait a minute. I'm looking better than nice. I'm looking dangerous. Aaaaoooww, dangerous! Aaaaooowww! Hey, what's that? Oh, it's my shadow. Hey, even my shadow's looking nice! I'm looking nice, my shadow's looking nice - what a team!

Lister broke *Red Dwarf's* quarantine regulations by smuggling a pregnant cat on board. His



subsequent refusal to turn over the cat for dissection caused him to be put in stasis. During his accidental three million years of existence outside of time, the descendants of Lister's cat, Frankenstein, multiplied in the safety of the radiation-proof hold, evolving into a higher form of life - Felis Sapiens. The cat race followed the teachings of Cloister the Stupid, who had saved the Virgin Mother by being frozen in time, to the point of a devastating holy war in which the blue and red factions fought themselves to a stalemate. They had been fighting over the interpretation of a key religious tenet - whether the donut diner hats in heaven should be red or blue, but as Lister later pointed out, they were actually meant to be green. The two factions fled *Red Dwarf* in their arks in search of Fuchal, the Holy Land, leaving behind the sick, the lame and the dying. To a cripple and an idiot a son was born, a cat named, well, Cat.

Adopted by Lister when he finally emerged from stasis (talk about lie-ins), Cat is somewhat concerned, shall we say, about his image. With a wardrobe that takes up more storage space than the JMC's entire mining operation, color coordinated internal organs and a pocket steam iron for crease emergencies, Cat made it his business to always think cool, talk cool, walk cool, smell cool, breathe cool and generally be all round cool. He even has a cool heartbeat. Vain and self-centered do not even begin to describe Cat.

Despite being self-educated with a grueling timetable of nothing followed by double nothing

and managing to avoid the W word (work, for those without a dictionary at hand) all his life, Cat proved a useful addition to the crew. He has catlike reflexes (what else?) and an acute sense of smell, which make him a pretty cool pilot.

Cat is always perfectly and stylishly dressed for any and all circumstances, although he has on

AGL 6

Athletics (With Style) 4
Dance (With Style) 6
Pilot: Transport (With Style) 5
Stealth 4

DEX 3

Firearms 3
Active Games: Party 4
(*Tabletop Mini Golf 6*)

STR 2

PER 4

Aesthetics: Fashion 7
Awareness 6
Empathy 1
Passive Games 2
(*Strip Poker 4*)
Seduction 4
Social 3

INT 2

Anthropology 2
(*Cat 4*)
Computer Ops. 3

WIL 3

Cool 7
Intimidation 2
(*Look Big 4*)

INIT 10

SHRUG 3

SAVE 5

Personality: Acute Sense (Smell), Charisma, Gullibility, Moral Restriction (Must Never Be Unfashionable), Obsession (Personal Appearance), Pet Peeve (Rimmer), Self-Conversation, Cynicism

Cat is capable of detecting spatial anomalies by scent, although it is limited to their presence or absence. To commit to whether it's a wibbly thing or a squiggly thing is pushing it somewhat. If Cat is not dressed appropriately for a given situation, he suffers a -2 penalty to everything until he can change into something more suitable. Needless to say, this problem rarely arises.

occasion been known to bleed an unfashionable color. Blood transfusion into a more coordinated color is being investigated.

A few alternate Cats have been encountered over the years, although his opposite in the female-dominated parallel universe is a dog. One possible future self, encountered by the Starbug Crew when they traveled back in time, had changed his style somewhat. In the alternate universe where Kochanski was put in stasis in place of Lister, she had spent her time educating Cat, making for a much more intellectual and less self-concerned individual.

Kryten

Series 4000 Mechanoid

KRYTEN: There's an old android saying which I believe is peculiarly appropriate here. In binary language it goes something like this: 001100111011000111100, which roughly translated means, "Don't stand around jabbering when you're in mortal danger."

Kryten began his servitude aboard the *Nova 5*, and inadvertently killed most of the crew and crashed the ship when he decided to give the main computer a good soapy clean. The three other survivors of the crash died soon after, although Kryten didn't notice and continued to feed them for the next several thousand millenia. Rimmer, Lister and Cat rescued Kryten when they

answered his distress call, which included photos of his erstwhile female crewmates. Needless to say, they were a little disappointed to discover the girls were a little on the skinny side. Kryten's willingness to serve was so abused by Rimmer that he blew all of his programming, stole Lister's space bike and fled into the great black beyond, where he promptly crashed into an asteroid. Lister recovered and repaired him, and he has become a useful member of the crew.

Alongside a firm and devout belief in Silicon Heaven, Kryten possesses functioning nipples (one regulates body temperature, the other the AM/FM radio), a spare hand, and a number of spare heads, although following his NegaDrive blowout, all spare heads were destroyed. Kryten's dream was to become human, and he briefly was

AGL 3

Dance 2
Pilot: Cycle 3
Pilot: Transport 4

DEX 2

Craft: Sewing 6
Firearms 3
Active Games 3

STR 5

Strength Feat 4

PER 2

Aesthetics: Technical Design 5
Awareness 4

INT 6

Anthropology 6
Astronavigation 4
Computer Ops 7
Culinary Arts 6
Language: All 5
Life Sciences 4
Medicine 3
Theoretical Physics 4
Trivia: Bureaucracy 4
(*Space Corps Directives 6*)

WIL 2

INIT 6

SHRUG 4

SAVE 7

Personality: Acute Sense (Zoom Eyes), Moral Restriction (Asimov's Law), Obsession (Cleanliness), Obsession (Servitude), Fanaticism (Silicon Heaven), Intolerance (Kochanski), Pet Peeve (Warm Salad Cream), Pet Peeve (Ketchup on Lobster)



after an encounter with a DNA Modifier, although his disappointment at finding a lack of nipple function, a primitive zoom and disturbing activity in the underpants has curbed this desire somewhat.

Kryten has, however, continued to develop emotions, taking lessons from Lister in deception and rudimentary insults, while developing pomposity and ambivalence all on his own. He also developed an intense rivalry with Kochanski over Lister.

On returning to *Red Dwarf*, Kryten was dismayed to be classified as a woman, due to his lack of certain defining male equipment. In an attempt to escape from the hell of sharing a cell with Kochanski, which brought out his vengeful streak, Kryten built himself a penis, which he named Archie and kept in a hamster cage. Archie subsequently escaped to molest Cat.

Kristine Z. Kochanski

Red Dwarf Navigation Officer

KOCHANSKI: I mean, I knew when I joined the Corps that it'd be tough in deep space... I accepted shopping was unlikely. But then I lost my crew, my ship, and I ended up here with a fridge full of trainers, two sets of clothes, and pipes that 'sqwelookle' when they should 'nurieek!' I mean, I've tried, I really have tried to fit in! I even tried learning what 'off-side' was.

Kochanski grew up in the Gorbals, the trendiest part of Glasgow, and was educated in a very exclusive Cyberschool. Following a brief retro-punk phase, Kochanski enlisted in Cadet School before joining *Red Dwarf* as Navigation Officer.

She was unfortunately killed along with the rest of the crew in a drive plate accident. This small fact didn't keep her from remaining Lister's dream woman, nor did her death affect his plans to settle on Fiji and open up a donut diner. She continued to pop up, proving that there is life after death, when Lister traveled back in time via a stasis leak, when Rimmer used her hologramatic body to distract Lister during his chef's exam, and when a Psiren pretended to be her so she could suck out Lister's brain. Their relationship was not made in heaven.

In a parallel dimension, she had a very brief relationship with Lister (two weeks) before seeing sense and returning to her old love, Tim, a chef



in *Red Dwarf*'s galley. After they broke up, Kochanski caught Lister smuggling Frankenstein onboard and confiscated her, but couldn't bring herself to disintegrate the cat. In that dimension it was Kochanski who was imprisoned in stasis while the rest of the crew, Lister included, were killed. Three million years later she emerged from stasis and was left in the company of a sensitive, caring hologramatic Lister and Cat, who she tutored into an intelligent and capable lifeform. Unfortunately, this situation was not meant to last, and the crew of the alternate *Starbug* met the crew from Lister's dimension via a linkway through a dimensional tear. While there, Lister's GELF bride broke into non-space and attacked the linkway, stranding Kochanski on the wrong side of reality; good news for Lister, bad news for Kochanski (and for Kryten, who developed a deep dislike of her). Kochanski's main cause of distress in this reality is the shortage of baths, her limited wardrobe and a distinct lack of cottage cheese with pineapple chunks in.

Fulfilling her desire to have children, Kochanski used an invitro tube and a uterine simulator to have a baby with Lister, which they sent back in time to fulfil a causality loop, thereby ensuring the survival of the human race. What this also means is that Kochanski is Lister's mother. Eww.

AGL 3

Athletics 3
Dance 4
Self Defense 4
Pilot: Auto 3
Pilot: Capital Ship 5
Pilot: Transport 3

DEX 3

Craft: Sewing 4
Firearms 4

STR 2

Climb 3

PER 4

Aesthetics: Fashion 5
Aesthetics: Classical Music 5
Awareness 5
Empathy 4
Seduction 3
Social 4

INT 5

Astronavigation 5
Computer Ops. 3
History 3
Life Sciences 2
Mathematics 4
Philosophy 3
Theoretical Physics 3
Trivia: Classical Music 3
(Opera 5)
Other: Literature 3

WIL 3

Cool 3
Resist 3

INIT 7

SHRUG 3

SAVE 5

Personality: Rank 2, Direction, Intolerance
(Noisy Pipes), Pet Peeve (Cold Salad Cream)

Able

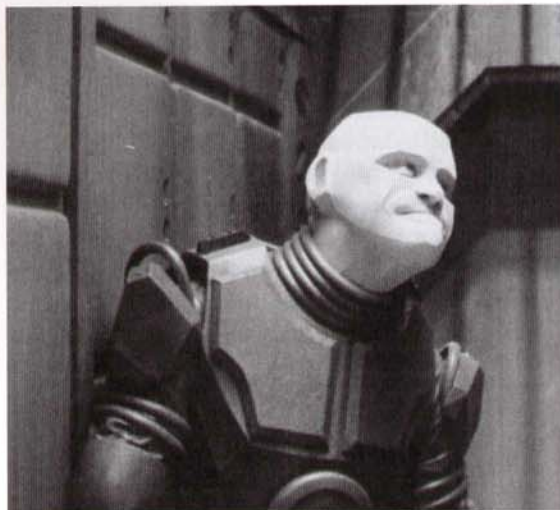
Series 4000 Mechanoid

KRYTEN: I'm not your bro', and I do not touch Out-rozone! It corrupts your circuit boards!

ABLE: Well, that's what people say, but... where's the evidence?

[A SECOND LATER] Have I just said that?

A Divadroid Series 4000 2X4C, not only was the droid Able the same make as Kryten, they also shared a motherboard, effectively making them brothers. Green bodied, with a somewhat



broader accent than Kryten's, Able was a droid fallen on hard times. After the ship he served on crashed 'a bit,' Able was recovered and enslaved on board the spaceship *Centauri* by a psychopathic, sociopathic, homeopathic simulant (okay, probably not the latter of those adjectives, but the guy might have had a good side) who regularly fried Able's nipple nuts - and not in a good way.

Able was a "zoney", a droid addicted to Out-rozone. Outrozone is something of a mechanoid drug, a substance that is highly addictive and dangerous, corrupting circuit boards with long term use. As a result, Able's long term, short term and somewhere in between term memory is patchy to say the least, with even the simplest question requires an extensive hard drive search. The simulant had driven Able to despair and turned him into a zoney by giving him access to the locked

AGL 3

Self Defense 3
Pilot: Transport 3

DEX 4

Repair 5

STR 6

PER 1

Awareness 2

INT 4

Computer Ops. 3

WIL 1

INIT 4

SHRUG 4

SAVE 7

Personality: Addiction: Outrozone (3), Tinker

file in his brain, revealing the horrible truth about the origins of the 4000 Series. Their creator, Professor Mamet, had designed the series as revenge for her fiancée jilting her at the altar, creating a droid in his image - a pompous, ridiculous, mother hen clucking, irascible buffoon.

Able is effectively an alternate Kryten, and had Kryten not evolved beyond the joke Professor Mamet had intended, he could have ended up the same way. In an alternate universe maybe he did.

'Ace' Rimmer

What a Guy

ACE: Smoke me a kipper, I'll be back for breakfast.

For every decision made in our universe, an alternate decision is made and its consequences played out in another, leading to countless parallel universes which diverge from the next by the outcome of a single decision. In one such universe, for example, this description of how parallel universes work actually makes sense. In almost all of these alternate realities, there exists a version of Arnold J. Rimmer. In one of these realities he is actually likeable. Probably just the one, mind you.

Commander Arnold Rimmer, "Ace" to his friends (which includes just about everyone), was



AGL 6

Athletics 5
Gunnery 3
Self Defense 5
Pilot: Motorcycle 5
Pilot: Transport 5
Pilot: Starfighter 6
Pilot: Experimental 7

DEX 3

Demolitions 5
Firearms 5
Instrument: Stringed 7
Repair 6

STR 3

Climb 5
Endurance 6
Swim 5

INT 3

Astronavigation 5
Computer Ops. 4
Culinary Arts 5
(Maple Syrup Doodle Art 7)
Medicine 4

PER 4

Aesthetics: Fashion 4
Awareness 6
Empathy 7
Seduction 7
Social 5

WIL 3

Cool 7
Intimidation 5
Resist 5

INIT 10

SHRUG 3

SAVE 6

Personality: Celebrity (3), Charisma, Courage, Rank (2), Stoicism, Fanaticism (Duty), Delusion (Indestructibility), Pet Peeve (Arnold Rimmer)

that Rimmer. A successful test pilot for the Space Corps Special Service, Ace made it his business to be charming, brave, dashing, intelligent and charismatic. In essence, everything Rimmer was-n't. It proved downright impossible not to like Ace, unless you're Rimmer that is, and his return from a mission could be anticipated through the sudden rise in the value of rubber shares.

For all intents and purposes, Ace was Rimmer, with the addition of a flashy silver flight suit and a dashing, blow-dried haircut. It was but a

PERSONALITIES

single incident in their shared past which marked Rimmer from Ace - Ace was kept back a year at school when he was 7 and the humiliation of being the tallest in class by a clear foot changed him, making him buckle down and fight back. Ace has been fighting back ever since, while Rimmer has been making excuses for himself.

There have been more than a few Aces. As each one dies, he travels to the nearest dimension and recruits his replacement there. The underlying ideology behind the Ace Rimmers is that everyone needs a chap to look up to, someone to right wrongs, generally be brave, handsome and all round magnificent. They spend their days saving universes, overthrowing evil dictatorships, turning down marriage proposals and having their highlights done. Because of the dimension jump technology, any one of the Ace Rimmers could be encountered anywhere really, even here.

What a guy.

Captain Hollister

Mr. Fat Bastard 2044

HOLLISTER: I also suspect someone, possibly Lister, has given Rimmer access to the crew's confidential files, and he's using this information to blackmail his way up the chain of command. It's sickening, it's unforgivable, but it's a technique that can work. I should know: I used the same method myself to become Captain. If the crew discover I'm really just Dennis the donut boy, I'm finished.

The Captain of *Red Dwarf*, Frank Hollister commands the ship with authority from his Captain's Chair. He would command from elsewhere, but appears to be stuck. As far as physical mass goes, Hollister is second only to the vessel he com-

mands, and the only times he moves with any speed are breakfast, lunch and dinner. A little known truth about Hollister is that he cheated, bribed and blackmailed his way up the ranks from the lowly position of donut boy, which it has to be said, is quite a remarkable feat. Most captains cheat, bribe and blackmail their way up the ranks from technician or cadet.

Rumors that he has his own cinema pick-and-mix factory in his quarters, a walk-in fridge, lists his hobbies as chewing and swallowing, and has two cream buns and a profiterole as a family crest are wholly unsubstantiated. He is a confirmed sufferer of piles, however, and his wife, Martha, does look like an escapee from Titan Zoo.

As of the printing of this document, Hollister is voluntarily spending 12 months in The Hole - the solitary confinement section of *Red Dwarf's* prison - to recover from being sexually harassed by a baby T-Rex.

AGL 2

Athletics 1

Pilot: Capital Ship 5

DEX 3

STR 4

Endurance 1

PER 3

Aesthetics: Food 5

(Sweets 7)

Awareness 3

Empathy 5

Con 6

INT 4

Astronavigation 4

Computer Ops. 4

Culinary Arts 4

(Sweets 6)

Mathematics 3

Theoretical Physics 2

Trivia: Confections 4

WIL 3*

Cool 2

Intimidation 2

Resist 2

INIT 5

SHRUG 4

SAVE 7

Personality: Rank (3), Obesity (3), Acute Sense (Taste), Age, now has Nervous Tic and Speech Impediment (Mute).

*Lowered Due to Age



Dog

Evolved Pet

DOG: Oh, come on now. I wanna be your buddy!

Tell you what - I'm gonna smell your behind, and you can smell mine! Now, is that a deal?

CAT: You wanna smell my WHAT!?

DOG: Why sure! Don't you wanna smell me?

CAT: Man, I could smell you if you was on Mars!



With the groundbreaking invention of the cutting edge, state of the art technology known as the Holly Hop Drive, *Red Dwarf* could, with one press of the button

marked 'start', be home. If it had worked that is.

AGL 3

Athletics 4

(Fetch 6)

Dance 2

(Moshing 4)

Self Defense 4

DEX 3

Repair 4

STR 6

Strength Feat 2

PER 4

Aesthetics: Backsides 5

Awareness 4

Empathy 4

Social 1

INT 2

WIL 2

Cool 5

Intimidation 5

Resist 3

INIT 7

SHRUG 4

SAVE 8

Personality: Acute Sense (Smell), Gullibility, Phobia (Monophobia), Chirpy Optimism, Fidgeting, Pet Peeve (B-A-T-H), Ritual (Always Turns Round Twice Before Settling Down to Bed)

Instead *Red Dwarf* found itself in the first of many parallel universes - you know the ones, those universes that differ from our own by the outcome of a single decision or action. I'm sure you do, our previous explanation of them was rather good. In this universe, the dominance of the sexes had been reversed, so women were the dominant gender, up until the jockstrap-burning movement for men's rights. Lister, Rimmer and Holly all had their female equivalents but Cat was in for something of a shock when he discovered his counterpart wasn't female at all, but a dog.

Hairy, dirty, slob-like and smelling like Lister's old moon boots, Dog is in every way the opposite of Cat, except for his gender. Dog isn't even a great conversationalist; he prefers to play catch and chew on his huge soup bone, not that Cat's conversations are especially stimulating. He is, however, a great dancer - if you consider drunken moshing to be a form of dance. Dog exhibits many of the traits of his primitive, domesticated ancestors, including breath which suggests an abattoir for a dentist, a nervous, twitchy personality when left alone by his human crewmates and a deep hatred of B - A - T - H - S.

The Dog race apparently never developed a rigorous regime of personal hygiene.

Duane Dibbley

Duke of Dork

DUANE: So this is really me?! A no-style gimbo, with teeth the druids could use as a place of worship?!

Somewhere deep within Cat, beneath all his self-obsession, image, cool, style, grace, vanity and poise, there is... Duane Dibbley. A man with no style or *élan*, but with more than enough teeth to make up for it - his overbite could be used to open beer bottles. He favors the conservative look - nylon shirts, woolen cardigans, plastic sandals and anoraks. Everywhere he goes, disaster follows.



AGL 2

DEX 5

Active Games: Console 4

(*Parallax: Defenders of the Galaxy* 6)

STR 2

PER 3

Aesthetics: Dork Fashion 6

Awareness 2

Empathy 2

Social 2

INT 5

Computer Ops. 5

Life Sciences 5

Trivia: Nature 4

(*Animal Footprints* 6)

Trivia: Sci Fi 5

WIL 3

Resist 2

INIT 5

SHRUG 3

SAVE 5

Personality: Cowardice, Dork (-1 to all Social checks), Obsession (Preparation)

Equipment: Thermos, sandwiches, corn plasters, telephone money, dandruff brush, animal footprint chart and one triple thick condom, because you never know!

Epideme

Intelligent Virus

EPIDEME: David, come on... you've got a virus; it's fatal - it happens. Doesn't mean we can't be friends!

The successor to a long and distinguished line of humanity's inadvertent self-extinction policies, Epideme was intended as a guaranteed means to stop smoking worldwide. Conceived as a follow up to the flawed nicotine patch, which unfortunately required the presence of willpower in a user,



Epideme is an intelligent virus which stops the chemical signals associated with nicotine craving from reaching the brain, thereby instantly ending addiction. As a virus, entire planets could be infected without their knowing, then charged for the privilege after they had stopped smoking. Unfortunately, Epideme is a little too enthusiastic, and stops the signals telling the brain it needs life's little essentials, such as blood and oxygen, with predictable consequences for the host, and embarrassing consequences for the inventors.

In the brief 48 hour period they are in each others' company, Epideme absorbs knowledge from its victims, simultaneously subjecting them to excessive amounts of its talk show host personality. By the end, victims are more often than not glad to die. Upon death, Epideme takes the victim's body out for a posthumous joyride B-movie style, in search of a new host. If no new host is available, Epideme freezes itself and its victim until rediscovered.

All attempts at finding a cure have failed. Containment measures are somewhat extreme, although given the excess amounts of charisma possessed by the virus, perfectly understandable. When Epideme took hold of the Delta 7 colony, the entire planet was firebombed in an attempt to

AGL as host

DEX as host

STR as host

PER 5

Con 5

Empathy 4

INT 8 see below

WIL 5

Resist 4

Personality: Charisma

As a virus, Epideme lacks physical statistics, using those of the host when in control of his body. Epideme does, however, have a personality and thus mental stats and skills. Epideme absorbs knowledge from its previous victims, and can be expected to have any INT based skill at a rating between 3 and 6 as required by the AI. As charismatic as Epideme may be, for the host faced with the inevitability of death within 48 hours, Epideme is about as appealing as a date with one of Lister's socks on laundry day. Because of this, PER based checks made by Epideme against its host suffer a -3 penalty.

destroy it, but it escaped in the body of a medical engineer. Another, somewhat smaller scale, procedure is the strategic use of anti-viral injections to drive Epideme into an extremity and then chop it off, incinerating the infected part. The victim had better pray the extremity is an arm or a leg, not a head ... or worse.

The Epideme virus is transmitted through contact with infected bodily fluids and is always fatal within 48 hours, causing a wound level of health every 6 hours. Damage caused by Epideme may not be healed so long as the victim is still infected. A Medicine check may be made to inject a strategic pattern of anti-virals into the victim and drive Epideme into an extremity which can be amputated and destroyed.. The margin of success for this check is applied as a penalty to a Resist check made by Epideme to avoid the anti-virals. Upon death, Epideme can reanimate the body as a viral zombie, retaining the victim's original physical stats and Epideme's own mental stats. A viral zombie is impervious to pain, and ignores wound penalties until destruction. If no potential host is available, Epideme and its host may enter a cryogenic state indefinitely.

Governor 'Nicey' Akerman

Psychotic Prison Warden

GOVERNOR AKERMAN: You have one chance. I'm going to turn the lights off for precisely ten seconds, during which I want whoever took it ... to return my glass eye. I have a date with Miss Patricia Carling from Supplies on Saturday night. She thinks my eyes are my best feature. If I go like this, I'M ONLY HALF LOVELY!

Hidden deep within the bowels of *Red Dwarf*, on the 13th floor and accessible only with special permission, is the ship's secret high security prison, known affectionately by its inmates as The Tank.

Akerman, Governor of The Tank, is, despite his self-chosen nickname 'Nicey,' as much of a sadistic nutcase as most of the inmates of which he is in charge. Akerman rules the Tank with an iron fist, instilling fear and respect in his wards, at least that's what he tells himself - in reality they conspire to mug him in darkened sections and steal his glass eye.

Despite being sadistic, Akerman does have an impressive success rate with women, and not just the butch types usually found in *Red Dwarf's*



brig. Admittedly most of them are the wives of other officers, but that doesn't seem to dissuade Nicey. Perhaps it's something to do with the sexual magnetism virus, which went missing recently...

AGL 3

Athletics 4
Self Defense 3

DEX 3

Computer Ops. 3
Firearms 4

STR 4

Endurance 3

PER 4

Awareness 3
Empathy 2
Seduction 4
Social 3

INT 2

Life Sciences 3
Mathematics 3
Security 7

WIL 4

Cool 3
Intimidation 5
Resist 3

INIT 7

SHRUG 4

SAVE 8

Personality: Rank 1, Bad Sense (Glass Eye), Delusion (Omnipotence), Nervous Tic

Kill Crazy

Psychotic Human

KILL CRAZY: Yeah, guns are for wusses. It's gonna be hand-to-hand combat. [KILL CRAZY performs a few martial arts moves]

RIMMER: A fistfight with T-Rex...?

KILL CRAZY: Yeah, but them T-Rexes, mate... only got little arms, ain't they... ain't got no reach... Yeah, I'll just pick it off... Bosh!



Kill Crazy is, as his name suggests, one of the less stable crewmembers aboard *Red Dwarf*, a man who is both crazy, and enjoyed killing things. Duh. Actually not a crew member, but a convict, exactly what Kill Crazy did to end up in the Tank is a matter of con-

jecture, although no prizes for guessing it involved killing someone in a somewhat crazy manner.

He is, in all respects, the model Canary; which means he is psychotic, violent and has absolutely no sense of self preservation. The Canaries are a rather infamous convict army in the service of the Space Corps who received their name from the ancient practice of sending a canary in a cage down a mine shaft before sending in actual human beings. If the canary dropped dead, the miner could make a speedy retreat before he went the way of his (ex) feathered friend. The Space Corps employ the Canaries in much the same way, sending them ahead of regular troops into potentially dangerous, hazardous or downright suicidal situations. Service with the Canaries guarantees early release, although few Canaries take advantage of this offer - few Canaries survive long enough.

Kill Crazy is one of the few Canaries to have enlisted voluntarily; it is the perfect outlet for his

AGL 5

Athletics 4
Self Defense 5
Stealth 1

DEX 3

Computer Ops. 3
Craft: Macramé 4
(*Human Entrails* 6)
Firearms 5

STR 5

Climb 3
Endurance 5
Strength Feat 4

PER 3

Aesthetics: Blood Spatters 4
Awareness 4

INT 2

Trivia: Serial Killers 6

WIL 2

Intimidation 6
Resist 4

INIT 8

SHRUG 4

SAVE 7

Personality: Insane Courage (as per Courage, but ignores boxcars as well), Obsession (Kill! Kill! Kill!), Delusion (Indestructibility), Gimboid, Pet Peeve (Not Killing)

violent urges. He also holds one of the highest mission counts for a Canary, probably due to his propensity to either knock himself out excitedly rushing ahead, or by the habit of any weird, tentacled creatures to take one look at him and run away.



Other Non-Player Characters

Kinitawowi Trader

Throughout GELF space and beyond, Kinitawowi traders can be found, peddling their wares that include such disparate items as replacement oxygen generators to anti-matter chopsticks to cigarette lighters in the shape of Mother Teresa. Their reputation as shrewd bargainers and wily dealers is well known, although much of this is also to do with the fact that they are over 7ft tall with a tendency to pull the arms off customers who attempt to haggle too much. It goes without saying that it is unwise to double-cross a GELF trader, especially if the double-cross involves leaving his daughter on your wedding night. In such cases revenge is a dish best served with an Emohawk chaser.

AGL 3
Self Defense 4
DEX 2
Repair 3
STR 4
PER 5
Bargain 6
Con 5
Empathy 5
Social 4
INT 3
WIL 3
Intimidation 3
INIT 8
SHRUG 4
SAVE 7

Kinitawowi Warrior

The GELFs who eventually became the Kinitawowi were originally bred for their strength and hardiness to be used as a slave workforce. Exactly where the ferocity and ill temper came from is unknown; perhaps it was simply a common trait among the human work force which stuck. Like their human creators, the Kinitawowi excel at war, which is just as well for it's their favorite past time. Luckily for most other races, most GELF practice war amongst themselves, for they simply can't be bothered when a perfectly good enemy is living next door. GELF warriors are indomitable foes, and it is a really bad idea to anger one. A really bad and messy idea.

AGL 5
Athletics 2
Gunnery 4
Self Defense 5
DEX 2
Firearms 5
STR 7
Strength Feat 5
PER 2
Awareness 4
INT 1
WIL 3
Intimidate 5
INIT 7
SHRUG 5
SAVE 10

CARL the Vending Machine

The product of cutting-edge artificial intelligence and many centuries of loneliness, CARL is a wonder to behold. Originally built to dispense only coffee and red licorice (hence the model name) CARL has since broken his factory programming and blown his vending parameters wide open. CARL has developed a network of internal sensors and servo-mechanisms, and is now able to find one of just about anything one might locate on a ship in deep space. CARL's sensor net keeps a 95% accurate inventory of the supplies anywhere on his ship, and can also engage customers in a lively debate on Napoleonic history.

Of course, CARL's services may seem too good to be true, and indeed there is a caveat. CARL has been alone in deep space so long that he's developed an adamant preference for 20th century UK pound coins. Dollarounds will only buy you his disdain, and any other currency will engage his ridicule chip. "What?? An Australian dollar?! You call that money?! Yen?? What do you think I am, the Asian stock market?! Get stuffed!" So characters who wish to employ CARL's unique services would be advised to keep a stash of quid handy. £1 per transaction, regardless of size or value of the object purchased. Cup of coffee: £1. Box of red licorice: £1. Socket wrench: £1. Ming vase: £1 (and a 50p refund if you recycle).

AGL 0
DEX 0
STR 0
PER 6
Awareness 5
INT 6
History 2
(Napoleonic 4)
Security 3
WIL 3
Cool 2
Personality: Fanaticism: English £ coins (3), Ritual +1 (always begins transaction with "Allo, luv!")

Space Corps Crewman

Enticed by the promise of seeing the stars, traveling to distant planets and a liberal beer ration, the majority of Space Corps crews are signed up for life - usually because you have to in order to get the cheap booze. There were countless thousands of personnel serving on ships throughout the galaxy, each one entrusted with an important duty vital to the smooth running of the vessel such as maintaining the computer core, repairing the drive plate or replenishing the chocolate vending machine. How many you encounter nowadays is up to you.

AGL 3
Gunnery 4
Self Defense 4
DEX 4
Firearms 4
Repair 5
STR 4
PER 3
Passive Games 5
Security 4
INT 3
Computer Ops. 4
WIL 3
Resist 2
INIT 6
SHRUG 4
SAVE 7

Space Corps Officer

In theory, the brainiest, most charismatic and most highly motivated personnel onboard any ship are immediately promoted to officers. Of course, the brainiest, most charismatic and most highly motivated personnel are smart enough not to join Space Corps in the first place. What marks an officer from a lesser crewman is really not his brains or his charisma, but his ability to smarm, blackmail and browntongue his way up the ranks.

AGL 3
DEX 3
STR 3
PER 4
Con 6
Social 6
INT 4
Astronavigation 6
Computer Ops. 6
WIL 3
Intimidation 6
Resist 2
INIT 7
SHRUG 3
SAVE 6
Personality: Rank 2

Space Corps Grunt

Every Space Corps spaceship carries a number of personnel whose sole purpose is to beat the crap out of anything their commanders might want them to - troublesome colonists, rebellious workers or hostile life-forms. Usually the former two. Use these stats for any armed and dangerous human - soldiers, prisoners or postal workers.

AGL 4
Self Defense 5
DEX 4
Demolitions 4
Firearms 5
STR 4
Endurance 4
Strength Feat 4
PER 2
INT 2
WIL 3
Cool 4
Intimidation 4
Resist 2
INIT 6
SHRUG 4
SAVE 7

Space Corps Pilot

No matter how large or fast or old or radioactive a vessel, a pilot is generally needed to make sure it gets to where it needs to go, assuming it plans on getting there in one piece. Pilots range from the daredevil test pilots stationed at Mimas to the bored shuttle pilots who ferry cargo between ships and the surface.

AGL 5
Gunnery 5
Pilot: (select any) 6
DEX 3
Firearms 3
Repair 3
STR 2
Endurance 3
PER 4
Awareness 5
INT 3
Astronavigation 5
WIL 3
Resist 2
INIT 9
SHRUG 3
SAVE 5

Evil Comander

Invariably, *Red Dwarf* heroes will find themselves in an alternate dimension where a different history played out and some fascist dictator rules his own planet. In such cases, it's good to have an Evil Commander at hand to put the player characters through their paces. Note that the Evil Commander has a lot more than 30 points in skills. That could be because he is more experienced and adept than a typical beginning character. Or it could just be that he's evil and he cheated.

AGL 3

Athletics 4
Gunnery 4
Self Defense 5
Stealth 4
Pilot: (select any) 5

DEX 3

Demolitions 4
Firearms 4

STR 2

Endurance 5

PER 4

Aesthetics: Evil 5
Awareness 4
Con 5
Empathy 4
Passive Games 4
Seduction 4
Social 4

INT 4

Anthropology 3

Computer Ops. 4
Culinary Arts 4
(Fondue 6)
History 3
(Evil 5)
Language: (select any) 4
Life Sciences 3
Mathematics 4
Philosophy 3
(Evil 5)
Security 4

WIL 4

Cool 4
Intimidation 5
Resist 4

INIT 7

SHRUG 3

SAVE 6

Personality: select any, just make sure the selections are EVIL

CAPTAIN: You're insane, Rimmer. You're out-manned and out-gunned.

ACE: You expect me to concede?

CAPTAIN: No Mr. Rimmer, I expect you to die!
- *Stoke Me a Clipper, Series VII*

Evil Minion

The big thing on every Evil Commander's Christmas list this year is an assortment of Evil Minions. For without them, it would be impossible for an Evil Commander to carry out his evil plans and enforce his evil will. Evil Minions are a dime a dozen and come freeze dried for transport - just add water (and a dash of evil).

AGL 4

Gunnery 3
Self Defense 3
Pilot: (select any) 3

DEX 3

Craft: Sewing 3
(Needlepoint 5)
Demolitions 3
Firearms 3

STR 4

Climb 3
Endurance 3

PER 3

Awareness 3
Security 3

INT 3

Computer Ops. 3

WIL 3

Resist 2

INIT 7

SHRUG 4

SAVE 7

Personality: Fanaticism +3, Gullibility +2



Chapter Fifteen:

THE RED DWARF SHUFFLE

(or **GELF Golf**)

By Todd Downing

A ready-to-play adventure in 9 holes. For AIs only!

The Premise

The crew find themselves badly in need of engine parts to repair their damaged drive system. Fortunately, a local tribe of Kinitawowi is hosting an annual "golf" tournament with a tempting first prize: a fully reconditioned drive system with star drive included. But will the dangers of this particular tournament be worth it, especially with a rogue simulant and his lawless crew involved? Second prize is a crate of yellow sticky notes and an assortment of ballpoint pens. Either way, they'll come out ahead... if they can survive the golf game from hell!

Recommendations

This scenario will work with a good mix of 2 to 6 characters (although holograms will not have the laundry-related hardships faced by non-holograms). As pursuant to the *Red Dwarf* universe, keep the humans to a minimum. It runs a bit longer than most typical scenarios, so don't be afraid to break it up into shorter episodes. That precedent has been set in series 7 and 8. Remember to play to a wide range of strengths and weaknesses. Let everyone have some airtime, and don't be afraid to share the warmth when it comes to despair and embarrassment.

The Setup

Open the game with a normal laundry day. Get the ball rolling with some witty banter. Imply that one of the characters has used too much starch, or put his knickers in the dryer on high heat, causing them to shrink to the size of a pair of Action Man bikini briefs. Just when their frustration is hitting peak performance, announce the water has shut off.

When asked what the problem is, simply say that the tanks read full (and have for ages). The characters will have to manually check the holding tanks. And thus the adventure begins...

Holding Tanks

These vast reservoirs hold millions of gallons of potable water. All water supply is channeled throughout the ship for various uses, then recycled back to the holding tanks. Unfortunately, it appears a leak has caused the ship to vent the water supply into space, and the diagnostic computer hasn't gotten around to notifying the ship's AI yet. If it's any consolation to the crew, you've put the bastard on report.

A successful Computer Ops. check will allow the characters to figure out the leak on their own. If no one discovers the leak, feel free to let them

in on the secret. A successful Repair check will fix the problem, but the tanks will, of course, remain empty.

This scene should establish that the characters are out of water, and will need to hop in a shuttle and find a new water source. Fortunately, you've scanned a planetoid rich in frozen H₂O in outer-orbit around the nearest star, only a six-hour round trip. A Starbug shuttle should be able to carry a good-sized chunk of ice, and fill a single holding tank in two trips.

Of course, Starbug has its own (much smaller) water supply, which can be used as a stop-gap to finish the laundry while en route to the glacier world.

Hail, Hail, The Gang's All Here

Once in the shuttle and underway, the characters can return to their normal activities. Try to work it so that at least one character is reduced to wearing only a bathrobe and fuzzy slippers, carting around a basket of dirty underwear. It'll come in handy later.

As the ship approaches the glacier world, give the crew a purple alert. Small ice fragments are buffeting the shuttle like an open kettle of popcorn (only very cold popcorn). Sensors have gone out. Lateral stabilizers have gone out. The baked potato timer is broken. It will take a successful Pilot check to get them out of the stream of ice particles and danger.

What's That Smell?

At this point, the shuttle should begin to whine and pitch a bit, indicating a problem with the drive system (a successful Computer Ops. check will confirm as much). After admonishing the pilot not to ride the brakes so much, you can make a sniffing noise and ask, "What's that?"

Feel free to lead the characters to believe the engine room is on fire or some similar bit of horror. Smell-based Awareness checks will lead the characters to the galley, where it is discovered that the baked potatoes have burned.

GELF Space

Wouldn't you know it, lurking behind the ice planet is an enormous GELF icon, blasted out of the solid rock of a small moon. The crew has entered GELF Space to harvest ice in a shuttle with less horsepower than an Amish buggy (and that's before the drive system was damaged!).

And it appears they are not alone.

No sooner than the discovery of the GELF icon and the realization of exactly how far up the creek they are without paddles, a laser cannon shot zooms past the bow of the shuttle and the comms begin spewing a sound like a cat on steroids coughing up a hairball.

Successful Anthropology checks will confirm that this is most likely a Kinitawowi zone, as the laser blast was off the bow and not *into* the bow. Successful Language Skill Checks will indicate that the sound is indeed GELF. If the comm translator is engaged, the message goes something like this:

"You have entered GELF Space. If you have come for the Kinitawowi Open, do not deviate from your present course. If you have come to harvest ice without sufficient trade, prepare for instant destruction. You will give your answer now."

Of course it's a lot funnier if a character who actually speaks GELF gives the reply. You'll get to watch the player make those funny guttural, phlegmy sounds and get drool all over his shirt. If no one speaks GELF, it's sufficient to give the response normally and assume the Kinitawowi also have a translator.

Assuming the crew doesn't wish to be blasted out of space, and assuming they know they can't run in a crippled shuttle, they will be directed to follow a second escort ship to the surface of the next planet in.

Echech 3

The third planet from the S-type star central to this system, Echech 3 (be sure to pronounce it with the throat) is a beautiful, habitable paradise. Well, it would be a paradise, if not for the dinosaurs. But we'll get to that.

The world is covered in lush jungles and conifer forests, the landscape dotted by active volcanoes and sharp mountain ranges. It's a tectonically active planet, to be sure. But the housing



prices can't be beat, and the GELFs seem not to mind the questionable neighborhood.

The crew is ordered to set down on a salt flat that appears to be nothing more than a giant car park, but for space vehicles. At each corner of the 2km square parking lot stands a 10-meter tall guard tower, capped with a laser cannon.

When the crew disembarks, they are met by a Kinitawowi warrior, armed with a carbine of unknown manufacture. He introduces himself as Hech-Ech-Ech Annechech-Ech, and he is taking them to see the queen of the tribe, who will explain the rules of the tournament. It's fine to keep the players somewhat in the dark as to the full consequences they face. Let them deduce what they wish, but don't fill them in on all the details - let it unwind as you go. It would also be wise to encourage the character with the basket of dirty laundry to bring it along, as they may have a decent coin-op laundrette somewhere on the planet.

The Golf Tournament

The crew is taken before Queen Ech-Ghekk-Agg-Hecch-Ech-Ech of the local Kinitawowi. She is a splendid specimen of GELF beauty, from her matted gray fur to her beady black eyes, to her porcine nose, to her pierced nipples. A successful Awareness check will notice, among the crowd of gathered GELFs, there stands a rogue simulant, a Hudzen 10 mechanoid, and a wax droid of Hermann Goering (in drag).

The queen announces the start of the tournament:

"The Kinitawowi of Echech 3 welcome you to the ninth annual Kinitawowi Open Golf Tournament. We know you will enjoy this contest, and pledge that no contestants shall be skinned alive while engaged in the game. The grand prize this year consists of a fully reconditioned starship drive system, easily installed in most models, and a newly salvaged star drive! The second prize is a crate of yellow sticky-notes and a selection of ballpoint pens!"

The GELF crowd murmurs an impressed "oooooooooh".

"Third prize is the forfeit of all possessions and a jolly good skinning!"

At this, the crowd erupts in a hearty cheer.

"Three teams will traverse a course laid out through the Forbidden Lands, where even the bravest Kinitawowi have been known to soil their trousers - or would have if they wore trousers."

If this is starting to sound like a bad idea,

remind the crewmembers that if they win, they get a new drive system AND a star drive. Even if they only take second place, they'll not want for pens and sticky-notes for a long time. If someone brings up the third place option, remind them that that would have happened anyway. At least this way, they'll get in a good round of golf before ending up as a decorative throw rug in a GELF watunga.

The queen continues her address:

"Only one team member will shoot a given hole, but every member must shoot at least one throughout the course. The team members not shooting a given hole will be on watch for opposing teams and environmental hazards."

Another "oooooooooh" from the GELFs in the crowd.

"Team captains will now bring forth their entry fees!"

Now it's likely the crew hasn't thought of this eventuality - the captain bit or the entry fee. See what they come up with (the basket of dirty laundry would have a great value on the GELF trading market), and how fast they can elect a captain.

Of course, if a character donates his laundry, he'll be stuck wearing a bathrobe and fuzzy slippers for the duration, but that's funny.

Once the captains have ponied up the donations, the three teams are sent to the staging area.

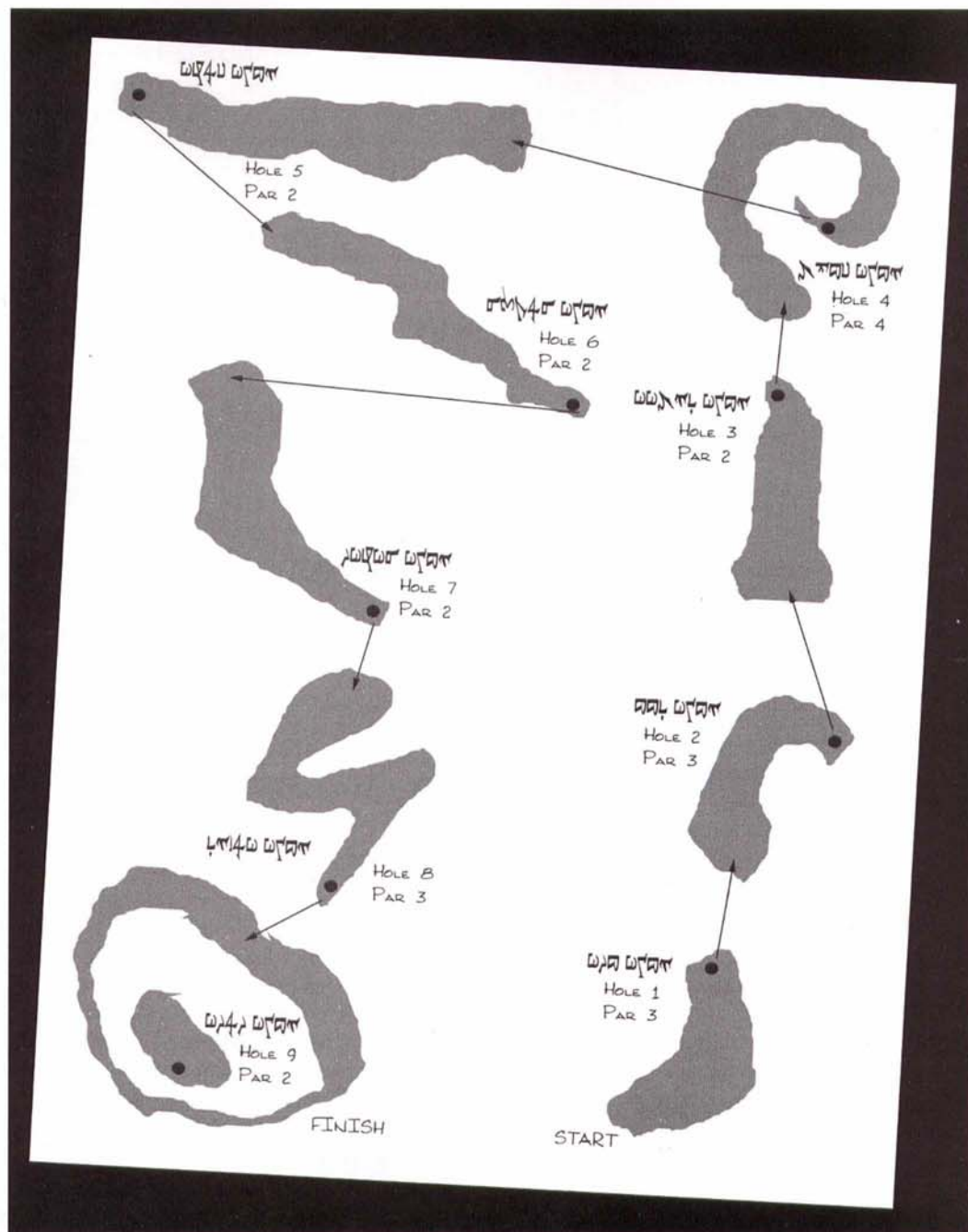
The Staging Area

The crew now has a few minutes to prepare for the contest, and can look around and size up their competition. The GELF team is made up of four female Kinitawowi warriors. They are more athletically built than your typical Kinitawowi female, and not nearly as attractive. The rogue simulant is covered in various bits of hardware and metal plating, but looks to be in pretty good shape. The TEAM SIMULANT logo stenciled across his back indicates business has been good. His Hudzen 10 mech twitches and strains against a metal collar and chain, and the Hermann Goering wax droid keeps trying to make eyes at one of the crew.

Incidentally, no one has mentioned any prohibition on weapons. If anyone in the crew wants to run back to the shuttle for some insurance, now would be the time.

Each team is given the following:

- A crudely drawn map of the course, without any scale reference or landmarks
- A golf bag of clubs and balls
- SCUBA equipment
- Rappelling gear



- An open-topped hover cart (can be wheeled if no one has the Pilot: Hover skill, in which case it will require Pilot: Auto)

Before the characters have really had time to absorb all of this, the GELF queen raises her hairy arm and gives a long honk on an air horn.

The game is on.

Tournament Overview

There are a variety of options for running the tournament, depending on how long you want your game to run and how much fun you think your group will have in between the larger events.

For instance, if you want the trip from green to green to be a no-holds-barred, Mad Max style shoot-'em-up in slow grav-carts, go for it.

RED DWARF SHUFFLE

Characters trading shots will be doing so from a moving platform, which incurs a -1 penalty. The good news is that the target does not qualify as "fast" by any stretch of the imagination, so no additional penalties need be taken.

If the crew fancies a bit of strategy, it can be decided that because there's no time limit on the tournament, they could let the other two teams go first. This would put some real estate between them, but would increase the likelihood that an opposing team could lay in ambush, or set a variety of traps. In truth, however, the opposing teams will be preoccupied with defending themselves from volcanic lava flows, carnivorous plants and - yes - those pesky dinosaurs.

Once the teams have left the staging area and ventured out into the wild, they'll pass a sign written in GELF which states:

NOW ENTERING FORBIDDEN LANDS. LAST CHANCE FOR CHANGE OF PANTS.

When actually playing a hole, the nominated crewmember should make an Athletics check for each stroke indicated by the par. For instance, a par 3 hole requires three successful checks. A failed check is counted as a stroke and the character will have to try again. A critical success on the first stroke indicates a hole in one, and on subsequent strokes simply means the ball went in and no more checks are needed for that hole.

As the AI, feel free to describe all sorts of insane, improbable results: a ball skipping across a lava flow, ricocheting off the beak of a sleeping pterodactyl, ploinking down a waterfall and rattling into the cup at the bottom of the cliff side.

Remote sensors and a teensy little miniature AI inside the golf ball record the strokes. If the ball is tampered with, the count won't add up with the remote sensors, and the team will automatically be put in third place.

In addition to the dinosaurs and car-

Each cart has the following stats:

Size: Small
Crew: 1 (6)
SPD: 0
MAN: 0
SHL: None
HUL: 5

nivorous plants listed here, feel free to add in the odd giant insect from the **Creatures and Other Beings** section (page 91). Don't be afraid to go over the top. Have fun with it!

1st Hole

The starting green lies 1km beyond the staging area, at the opposite end of an arid flat (much like the one the shuttle is parked on). The hole is fairly straightforward, a 100-meter par 3 with a hook to the left. The green is fairly wide and is bordered on all sides by 50-meter high cliff walls. A sign written in GELF reads: PLEASE REPLACE DIVOTS. There is a narrow pass at the end of the green through which the characters may drive onward. It should be mentioned that, regardless of the inhospitable, primeval alien setting, the greens are exactly that - lush, soft, natural grass, green and well-trimmed.

Use this hole as a basic tryout zone for the characters. Let them get a feel for the game and go easy on the violence and mayhem. In fact, if they're not anywhere near their competitors, why not lull them into a false sense of security before springing the nasty stuff on them later?

The Chasm

The next green lies at the far end of a 60-meter cliff. The interesting thing about this cliff is that it's only about 2 meters wide, and plunges down into misty darkness on either side. So what the characters are faced with is essentially a very narrow bridge with no guardrails. Normally, driving in a straight line wouldn't require a Pilot check. However, driving in a straight line on a narrow cliff with no wobble-room does require one. A failed check will lead the crew and their cart down one side of the cliff face, screaming, on full brown alert.

While this might seem to be the end of our heroes under normal circumstances, it is soon apparent that the cliff sides were blasted smooth over time by strong thermal air currents, one of which

Generic Dinosaur

AGL 5

Self-Defense 3

DEX 1

STR 9

PER 3

INT 1

WIL 1

INIT 4

SHRUG 5

SAVE 10

FEAR FACTOR 2

Generic Carnivorous Plant

AGL 4

Self-Defense 3

DEX 3

STR 5

PER 3

INT 0

WIL 0

INIT 7

SHRUG 3

SAVE 5

FEAR FACTOR 0

Traps

A successful Wilderness Skills check is needed to construct a trap from available materials. Here are a few examples of traps that players may choose to construct, or which you may decide to throw at them. Characters may use Awareness to detect traps (and avoid triggering them), and Wilderness Skills to safely disarm them. Explosively armed modern traps are not included in this example, but can be disarmed with the Demolitions skill.

Pit Trap: This simple construct consists of a deep hole in the ground, covered by debris to hide the fact that there is a deep hole in the ground. Characters who fall into the trap must make a successful Athletics check or suffer 1 wound. A more deadly style of pit trap contains sharpened stakes set into the floor, causing an additional wound. Still others contain hungry wild animals.

Construction Time: 1 hour, plus 20 minutes for spikes.

Tree Snare: This ancient design utilizes the natural strength and flexibility of tree limbs to hoist a target into the air, using

should catch the cart and send it careening back up the sheer wall. Another successful Pilot check will bring the cart to a safe stop without spilling the crew out onto the green.

2nd Hole

This hole is another straightforward one, a 100-meter par 3, this time with a hook to the right. Unfortunately, there are no cliff walls to contain this particular fairway; it is open and hemmed by a thick jungle. Any critically failed Athletics checks will require the contestant to play where it lies, at a -1 for "shooting from the rough". Feel free to drop a dinosaur, man-eating plant or giant insect in here.

3rd Hole

An 80-meter drive through a flat jungle path (no bottomless chasms - promise!) will bring the characters to hole #3. It's a simple 100-meter par 2 with no appreciable curve - a simple hole, if ever there was one, right?

Except for the pterodactyls dive-bombing the green.

The characters really need to be on their toes here - literally. A successful Awareness check by each character will guarantee he gets to the end of the hole without stepping in a pile of pterodactyl poop. Another successful Awareness check means he didn't get hit by a falling football-sized piece of... well, you get the picture.

4th Hole

A short 50-meter drive across a dry riverbed will bring the characters to the bottom of what appears to be a 200-meter tall mesa. The hole is a spiral green that winds its way in a circuitous route up the side of the mountain. It's a par 4 for obvious reasons. The strategy here is to hug the inside wall of the mesa with the ball, and hope that it won't be carried too far backward (due to the slope of the green) - OR - chip the ball up and over the top of the mesa.

If anyone gets curious, a successful Life Sciences check will reveal that the "mesa" is in fact an active volcano. You can of course choose to keep that a secret until they reach the top of the green and find themselves starting down into a bubbling



orange pit. You can also choose to unleash the fiery fury of the mountain at any time. While the golf balls are shielded to withstand the vast temperatures of molten lava, your standard characters are decidedly not. If the volcano erupts, it will make for a lively putt. The contestant will have to make any shots from the cart, teeing off on flowing lava (-1 to the Athletics check for any shot made from a moving platform).

Temporal Causeway

When the character has sunk the putt, a trigger mechanism in the cup will open a brief temporal causeway. It's a 180-meter drive through this swirly, shimmering transparent tunnel, which displays the geological past of this particular region of the planet. Specifically, the tunnel is surrounded by the ocean that used to fill the area, including a savage frenzy of giant aquatic dinosaurs trying desperately to devour one another as the cart full of scared characters drives through the center of it all.

If you're feeling especially cruel, you may have everyone make a Resist check for fear, assigning a Fear Factor of 1 to the scene (after all, the big, scary, ravenous dinosaurs are on the other side of the transparent, swirly tunnel wall). Those who don't pass their Fear check go on to the Cool check. If anyone completely freaks out, let them huddle in the cart while someone else does the driving.

5th Hole

This hole is a deceptively simple 200-meter par 2 with no discernable hazards, save for desert dunes around the green

RED DWARF SHUFFLE

perimeter. The deception is in the two oppositely charged gravity wells halfway across the green. There is a 50/50 chance of hitting either one, so roll 1D6. On an even result, have the player add +1 to his Target Number as the negative G-force pushes the ball onward toward the cup. On an odd result, apply a -1 penalty as the positive well pulls the ball off course and toward the dunes. You don't need to tell the players what is throwing off their golf game, but if anyone gets inquisitive and makes a successful Theoretical Physics or Life Sciences check, you can fill him in.

Jungle Trail

Over a small dune a solid mass of jungle borders a narrow trail heading south-east toward the 6th hole. It's about 100-meters through steamy, tropical jungle, with giant insects and dinosaurs eager for a light snack. Feel free to make this passage easy if you're in a hurry, or draw it out with some creature hazards. A tyrannosaurus chase would be really funny here, considering that the golf cart only goes as fast as the pilot's success margin. You could even have the T-rex repeatedly stomp past the crew, thinking

its prey should be going much faster than it really is, and finally plod off after something more challenging.

6th Hole

The jungle trail opens up into a canyon with steep cliff walls 50-meters high. The green is another 200-meter par 2, this time with a slight jog in the center. Unfortunately, there is an enormous apatosaurus grazing on the fairway with its rear end facing them.

The characters are faced with a decision: they can try to play through and run the risk of getting stomped (or pooped) on; they can attempt to scare the giant creature off the green somehow; or they can figure out a way to drug the beast and play over its snoozing hulk.

A successful Life Sciences check will come up with a tranquilizer formula using native flora rendered down into liquid form and delivered via bow and arrow (use Athletics). Locating the plants, rendering the concoction and construction of the delivery weapon should run about an hour. Use Wilderness Skills for both.

If the crew decide to scare off the dinosaur, all they need to do is create some kind of sudden, loud racket. The dinosaur will charge off through the canyon and down the course.

7th Hole

Another 200-meter drive across open scrubland will get the characters to a 125-meter par 2 hole bordered on all sides by lush conifer forest. There's a slight bank to the left, but it is otherwise unremarkable.

Except for the rampaging apatosaurus.

If the crew scared it off earlier, they will now see evidence of its one-creature stampede, including bloody huge footprints and perhaps even the squashed bodies of their GELF opponents. If the crew drugged it or played through beneath its massive body, the creature will now be ticked off and charging randomly through the course. Either way, this presents enough obstacles to give the contestant a -1 for the hole.

either a single foot noose or larger body net. This trap does no damage, but effectively entangles a person or persons so that they are nearly incapable of resistance. A successful Strength Feat check will break the line or tear the net enough for escape.

Construction Time: 10 minutes (assuming the net, if any, is prefab and not handmade).

Log Swing: Another ancient hazard (the best ones always are), this trap functions like a free-swinging battering ram, consisting of a heavy log suspended by rope or vines. When triggered, the log swings toward the target, using mass and speed to smash into whichever unlucky bastard is standing there. If not discovered and avoided, the trap does 2 wounds to the hapless individual (or individuals) caught in the log's path.

Construction Time: 1 hour.

Other traps can be constructed with natural and prefab items, hooked to tripwires and the like. Let the players be creative, and use the traps listed above as a guide to making your own.



8th Hole

An easy 40-meter cart ride through more dense conifers brings the crew to a 200-meter par 3 hole with a prominent zigzag in the middle. The green is bordered closely by giant redwoods, so the cup and flag is impossible to see from the tee.

There are no tricky gravity wells, hungry dinosaurs or swirly things to disrupt this hole, however this is probably the last hole where you'd want to have the opponents make an appearance. One last firefight while the poor contestant tees off would make for a nice pre-climax to the final hole.

Smeg, that sounded dirty.

9th Hole

The trees give way to bubbly, soggy marshland, and the stench of venting swamp gas (or was that the kebabs you had for dinner?). Fortunately, the road to the 9th hole is only a 40-meter trek, devoid of things or people trying to kill the crew. The green is a two-part affair, encircling a 2-meter-deep lagoon punctuated by randomly shooting decorative fountains, and a small island that contains the cup.

It's a par 2, requiring the first shot to clear the lagoon. If it doesn't clear, the contestant is required to play where it lies, which means donning the SCUBA gear and trying a powerful enough swing (-2 to the shot) to get the ball off the lagoon floor and onto the center green...

...while avoiding the underwater thermal geysers.

Wait a minute.

They're not decorative fountains at all.

If the characters observe for a moment (especially the one in the SCUBA gear), they'll notice that the lagoon floor slopes down in a number of places. At the bottom of each depression is a geyser, which goes off in a seemingly random pattern.

The contestant can actually stand in the cart, and tee off when the geyser shoots his ball up out of the water. This method has only a -1 modifier for the shot, but if the crew has a mechanoid along, he can figure out the pattern and signal the contestant when to hit, thus negating the penalty.

The Finish Line

Once the 9th hole has been played, the crew should tally their collective score. Par for the course is 23. The team finishing the course with the lowest score wins.

The only thing left to do is make the make the 1km trek back across the flats to the staging area, where the GELF community is waiting.

I Need Closure!

The final results of the golf tournament are ultimately up to you. One option is to have the crew come in first place, beating both Team Simulant and the GELF team. That's a very cut-and-dried ending - the characters get their reward for a job well done and can get back to business with a new shuttle drive system and a star drive for their mother ship. Of course, they could trade in the star drive for some ice mining rights on the glacier world.

Another option would be to have them come in second place and end up with a crate of yellow sticky notes and ballpoint pens, but no way off the planet. This ensures a bit more roleplaying, and perhaps another session focusing on their escape from Echech 3.

The third option is, of course, that they come in dead last and are due for skinning. This ending is quite depressing and not at all in the spirit of *Red Dwarf*, unless it includes their eventual escape.

If either of the latter two options are taken, one possibility is to engage the simulant captain in a little game of chance (Passive Games) for his ship. Rogue sims are especially fond of high-stakes gambling, but are not likely to risk something as valuable as a ship without some equally valuable collateral. Simulants are shrewd opponents, so make sure the crew doesn't easily get away with a silly con job.

The crew could also take the simulant ship by force, or, if the sim captain was destroyed in the golf tournament, they could claim his ship as salvage under the Interplanetary Salvage Code as per Space Corps directive 1138B, section 14, subparagraph M. It could be complete bollocks, but if the crew makes a convincing case, the Kinitawowi are just the kind of folks to buy it. It sounds official, anyway.

Whatever the outcome, this little jaunt through alien worlds, hungry dinosaurs and GELF golf should be an entertaining adventure for both beginners and experienced players alike. Remember to balance the threats with the payoff, and keep your players thinking like 'Dwarfers. Oh, and if that character in the bathrobe and fuzzy slippers makes it through, give him an extra character point for being a good sport.

Chapter Sixteen:

SCENARIO GENERATOR

So you've seen the show, you've read the rules, you've checked out the Sample Settings, Worse Case Scenarios, even played some GELF Golf, and you still haven't a clue what kind of *Red Dwarf* adventure you want to run. You've got a crew that includes a chain-smoking human called Eric, a female rabbit in Gestapo boots, Robin the hologramatic pastry chef, and a wax droid of Errol Flynn. Just in case that combination alone isn't doing anything to set the wheels of comedic creativity a-turning, we've provided you, the AI, your own little DIY *Red Dwarf* episode toolkit.

How it Works

If you've ever played any "fill-in-the-blank" word games, the idea here may seem familiar. All you have to do is select the scenario seed that seems the most promising to you and your group. Once you have that, simply roll on the table indicated in the [brackets] within the seed. More than one of the same kind of variable may be required. Variables without brackets refer to the previous mention of the variable. Once you've filled in the blanks, you've got your overall plot and can flesh out the details (or, if you're a master of improvisation, kick off the adventure right away).



For Instance

Let's say Steve is trying to decide what adventure to throw his crew into, and he consults the Scenario Generator. He chooses the first seed (although he could also roll randomly if he were feeling completely brain-dead), which reads as follows:

After some boring space travel in a small [Setting: Ship], the players come across a group of [Encounter A], who briefly invade the players' vessel, leaving behind large quantities of [Catalyst]. The airlock is not working, and the players must decide what to do with the involuntary cargo.

Steve finds the first set of brackets calls for [Setting: Ship], so he consults the **Setting: Ship** table and rolls a 6, which gives him a Special location. He rolls to see what kind of special ship this is and gets a 4, which is a Colony Ship. The next set of brackets calls for [Encounter A]. Steve consults the **Encounter A** table and rolls a 5, or Law Enforcement Drone. The last set of brackets calls for [Catalyst]. Steve rolls on the **Catalyst** table and gets 53, or Dead Body.

The scenario now looks something like this:

After some boring space travel in a small colony ship, the players come across a group of law enforcement drones, who briefly invade the players' vessel, leaving behind large quantities of dead bodies. The airlock is not working, and the players must decide what to do with the involuntary cargo.

Whether the law enforcement drones are opening stasis pods and dumping the colonists out onto the floor, or using computer senility as an excuse to simply buzz around and haphazardly blast the crew into smithereens is up to the AI. The filled-in adventure seeds are not meant as comprehensive, literal storylines. They are simply electric leads for your creative nipple-nuts. If Steve wants the dead bodies to signify that the crew is actually playing an Agatha Christie murder mystery AR simulation, he can bloody well do that. By the same token, if he thinks a pile of dead bodies is a less than humorous plot device, he can



reroll the result of any of the bracketed variables. Steve might end up replacing Dead Bodies with Potato People, which throws a completely different spin on the adventure. Moreover, the intrepid AI need not roll anything if he doesn't want to. The tables are assembled in a manner that makes random rolls easy to do, but one may just as easily pick and choose the best bits to create the desired effect.

The Seeds

The AI may choose from these scenario seeds or roll 2D6 to randomly determine which seed to use.

- 2 - After some boring space travel in a small [**Setting: Ship**], the players come across a group of [**Encounter A**], who briefly invade the players' vessel, leaving behind large quantities of [**Catalyst**]. The airlock is not working, and the players must decide what to do with the involuntary cargo.
- 3 - The players are stranded on a [**Setting: Space Station**], which is run by a [**Encounter A**], that slowly goes insane and begins to knock off the station's inhabitants. The only means of escape is one [**Setting: Ship**], that can only be activated by [**Catalyst**], which is in the Encounter A's possession.
- 4 - While vacationing on a [**Setting: Planet**], the players come across a rare [**Catalyst**] that has been missing from the possession of a famous [**Encounter A**]. A reward has been offered, but squads of hostile [**Encounter B**] find out that the players are in possession of the item, and attempt to kill them for it.

- 5 - The players have been hired by [**Encounter A**] to test an experimental [**Setting: Ship**] that malfunctions, and the players wind up on a nearby [**Setting: Planet**]. Here one of the players ingests a toxic [**Catalyst**; re-roll for non 'consumables'], and can only be saved by [**Encounter B**], in exchange for a [**Catalyst**]. Time is running out, and the symptoms (make catalyst-specific, i.e. backwards scuttling from lobster, repetitive bouncing from a ping pong ball, etc) are constantly getting worse.



SCENARIO GENERATOR

- Either the player will be consumed by the symptoms, or be healed and simultaneously rescued from the planet by the original employer.
- 6 - During a voyage in a [**Setting: Ship**], the players encounter an unmanned [**Setting: Space Station**]. Upon investigating the structure, they discover an [**Encounter B**] who blasts one or more of the players with a temporal ray and vanishes. The affected characters begin aging at an accelerated pace. On the walls of the [**Setting: Space Station**] the players will find reference to a home made recipe for the "Ultimate Anti Aging Cream", made of [**Catalyst x3**]. The players must find these three items and make the salve before the session ends and the crewmembers turn to dust.
- 7 - While in port, an extremely charming [**Encounter A**] hitches a ride in the players' [**Setting: Ship**]. During the voyage to [**Setting: Space Station**], the passenger tries to seduce one crewmember at a time, and attempts to gain control over the ship. The characters not under seductive influence must find a way to regain control of any lost portions of the vessel while simultaneously avoiding the charm of Encounter A. If the passenger gains complete control, a course will be plotted into the nearest sun.
- 8 - As the players are travelling through space in a [**Setting: Ship**], their vessel is struck by a [**Catalyst**], which spins them off course, bringing them in contact with a temporal distortion. When the players recover from the standard issue shaking and tumbling in the ship, they find themselves in a realm where everything is backwards, including their ship (all controls reversed, etc.). From the backwards navigation charts the players will learn that they have been thrown far off their original course, and they must now find their way back to intercept the temporal distortion again, and return to the less abnormal universe from whence they came. Along the way, they have an encounter with a completely backwards (clothes, speech, etc.) race of [**Encounter A**], who might react in odd ways after hailing the players' ship. .neppah nac sgniht erraziB
- 9 - Classic Mission. Players meet a [**Encounter A**] in a bar while on a [**Setting: Planet**]. Encounter A hires the team to cleanse a [**Setting: Space Station**] which is infested with hordes of [**Encounter B**], and recover a [**Catalyst**].
- 10 - One of the characters receives free backstage passes to meet the flavor-of-the-week metal band, the 'Rock Miners'. As a bonus, any musically (or non musically) gifted players get a chance to perform on stage with the band during one song. After the show, the characters encounter their 15 minutes (x96) of fame, while increasing groups of various female [**Encounter A**] chase them around [**Setting: Planet**]. The characters must spend the next day and night literally trying to escape the crowds gone wild. If they can survive the following 24 hours, they will be forgotten as quickly as the 'Rock Miners', whose new song 'White Hole' does much worse than anticipated. Captured characters will be enthusiastically torn to bits by the smitten mob.
- 11 - While stationed on a [**Setting: Planet**], the players come across a great deal (read: cheap) involving a cargo load of [**Catalyst**], which they should know can be traded at a nearby [**Setting: Space Station**]. However, en route to the Space Station, the characters' [**Setting: Ship**] is struck by an errant [**Catalyst**], and the players must make an emergency landing onto a nearby [**Setting: Planet**]. Soon it will become very evident that the [**Encounter A**] who mostly inhabit the planet consider the specific items in the players' vessel an abomination against their religion. The players must either conceal their cargo and attempt to escape, or be burned as heretics.
- 12 - The characters find themselves combating boredom after having spent a considerable amount of time on a [**Setting: Space Station**]. To alleviate the condition, they accept employment on a simple [**Setting: Ship**], carrying a load of [**Catalyst**] to a [**Setting: Planet**]. However, while en route to their destination, they are boarded by [**Encounter A**] pirates, and are given the choice to either join up, or walk the plank - which is conveniently located in the airlock. However, the merchant for whom the cargo was originally intended is related to the local magistrate, who proceeds to commission a group of [**Encounter B**] to eliminate all pirate forces. The players must decide whether to remain and fight with the pirates, or try to assist the hired guns, and somehow attempt to convince them (upon capture or contact) of their true allegiance.

Settings

Ship (1D6)	Space Station (1D6)	Planet (1D6)
1 Primary Ship	1 Research	1 Small Blue Planetoid
2 Secondary Ship	2 Prison	2 Barren Rock
3 Derelict	3 Garrison	3 Desert World
4 Enemy Vessel	4 Recreation	4 Aquatic World
5 Escape Pod	5 Colony	5 Ice World
6 SPECIAL (1D6) 1 <i>Experimental Vessel</i> 2 <i>Crash Site</i> 3 <i>Trading Vessel</i> 4 <i>Colony Vessel</i> 5 <i>Mining Vessel</i> 6 <i>Holoship</i>	6 SPECIAL (1D6) 1 <i>Inhabited</i> 2 <i>Industrial (Ship Yard)</i> 3 <i>Conservationist</i> 4 <i>Transport Terminal</i> 5 <i>Supply Depot</i> 6 <i>Organic</i>	6 SPECIAL (1D6) 1 <i>Psy-Moon</i> 2 <i>Resort World</i> 3 <i>Backwards World</i> 4 <i>Theme World</i> 5 <i>Gas Giant</i> 6 <i>Garbage Dump</i>

Encounter A (2D6)

2 Gestalt Entity
3 Insane Hologram
4 Senile AI
5 Law Enforcement Drone
6 Damaged Mechanoid
7 Rogue Simulants
8 GELF Traders
9 Character's Alter Ego
10 Character's Future Self
11 Character's Personality Trait
12 AR Simulation Character

Encounter B (2D6)

2 Sentient Virus
3 Evolved Fungus
4 Genetic Experiment Gone Bad
5 Vicious Tribe of...
6 Polymorph
7 Giant Insect
8 Giant Japanese Rubber Monster
9 Vengeful Inflate-a-Date
10 Despair Squid
11 Psirens
12 Evolved Pet

Catalyst (D6%)

11 3 Million Year Old Bratwurst	31 Inflatable Swimming Pool	51 Bazookoid
12 Garbage Pod	32 Luck Virus	52 Day-Glo Orange Moon Boots
13 Vending Machine	33 Sexual Magnetism Virus	53 Dead Body
14 Lost Article of Clothing	34 DNA Modifier	54 Pool Table
15 Case of Lager	35 Curry	55 Monkey Wrench
16 Teleport Paddle	36 Krispies	56 Maple Syrup
21 Time Wand	41 Ping Pong Ball	61 Holovid
22 Programmable Virus	42 Skutters	62 Corrosive Saliva
23 Stasis Pod	43 Can of Shave Cream	63 Banana Daiquiri
24 Soiled Underpants	44 Lobster	64 3 Million Year Old Brandy
25 Antique Jukebox	45 AR Simulation	65 Golf Umbrella
26 Crate of Mint-choc Ice Cream	46 Potato People	66 Time Gauntlet

Appendix A

Designer's Notes

There are as many different philosophies of game design and execution as there are publishers, but if we take a macro look at the hobby, we find a few basic archetypes. Of course, we don't have the space to list every bizarre variant sub-genre of the adventure game here. We're sure that, while *Carrot: The Roleplaying Game* may be an evolution in the hobby due to its use of oddly-shaped fruits and vegetables as randomizers and allow the player to *experience the carrot-ness*, most folks would agree that there is a basic curve of roleplaying style, with two very different points at either end of the spectrum. We use our own descriptive titles for comparison. Your mileage may vary.

Reality Models: Many games adhere to the tactical wargame roots of the hobby, having begun with strategic simulations like chess and evolved down through the centuries to include miniature models on a table. H.G. Wells was an avid tactical wargamer, and published what is arguably the first modern rulebook on the subject back in the Edwardian era. Reality Models tend to appeal to players with a gift for strategy, number crunching or otherwise technical thinking.

Narrative Games: At the opposite end of the flavor spectrum, a more plot- and character-driven style exists. Many such games depend on the storytelling abilities of the referee and the dramatic abilities of the players. Things like player greed and character advancement are completely secondary to the drama and story arc being played out. Some games in this vein even eschew randomizers like dice and cards and run on static values (and are often referred to as "diceless"). Narrative Games tend to appeal to those with an ear for literature and a dramatic bent.

Cinematic Games: In the middle of the road, there is

the game that neither tries to adhere to actual physical law, nor attempts to be the Merchant-Ivory costume drama of the adventure game hobby. Rules are decidedly more apparent and "realistic" than in the Narrative Game, yet much more abstract than the Reality Model. Cinematic games are more concerned with playing out a movie style of adventure, using fortune (like dice or cards) as a random-

izing agent. There is usually a balance between player desires, plot and realism, none taking absolute center stage. The Cinematic Game tends to appeal to casual players, fans of movies and TV, and refugees from the other two styles.

With that said, the XPG system is firmly in the third camp.

When we set out to design the system that would invariably become the cornerstone of almost every Deep7 property, we had to come up with a set of design ethics to guide us. The basics are as follows:

1. The system should not be hard to learn, nor take a lot of time to get into.
2. The system is there to support the setting, not vice versa. Let us be perfectly clear: we do not denounce mega-systems that bend settings to fit into existing mechanics. It is simply not how we chose to pursue our game design. No one way is any more or less legitimate than any other.
3. The system should be as smooth and unobtrusive as possible. Nothing bogs down roleplaying like a bunch of die-rolling, which is ironically the most popular way of randomizing results. So the system must be so simple it becomes second nature to the player. This helps the GM put more energy into running the game and less into handholding the players.
4. The system should be flexible, and support player and GM customization without breaking. This is arguably the most difficult objective to achieve, and the most important. If the GM needs to tweak stats or fudge a rule here and there, the changes need not bring everything crashing down around the group.

At that point, we had the über-ethic. Now we had to focus on the building blocks. One thing we knew is that we didn't want a level-based system of character advancement. Skill-based character improvement had always struck us as not only more realistic, but more customizable. Closely related to that is the question of random rolls in character creation. While we feel there is a place for random rolls, such as the character's origin, environment, etc., we are of the opinion that everyone should start with the same amount of points and build their individual character concept. Some claim that randomly rolling attributes is more realistic given the uneven nature of human birth and development, while we maintain everyone has roughly the same basic human potential, only modified by our circumstances and environment. In addition, we feel that divergent random values between characters can lead to frustration and resentment with some players, and since our system includes Assets & Liabilities, players can handicap their characters by choice as opposed to getting the



short end of the chaos stick. Once again, your mileage may vary.

We knew that we wanted our system to have what we call the "self-target" ethic inherent in percentile systems, yet without such a large number spread. After trying different variations of single and mismatched polyhedral dice, we settled on the good old *Monopoly* set: 2D6. Other dice combinations had provided the much vaunted bell curve, but seemed clumsy in execution. Even with the arrow-point in the middle of the graph, this simple pair of regular dice does exactly what we want it to do. Look at the following percentages of success in relation to combined Target Number (remember, this is rolling equal to or under a given target):

1	N/A
2	3%
3	8%
4	17%
5	28%
6	42%
7	58%
8	72%
9	83%
10	92%
11	97%
12	100%

You'll notice that at beginning target levels, the percentage jumps dramatically, until the exponential advancement peaks at a target of 7, which is, appropriately, an average stat plus a professional skill level. The advance then continues in a declining amount until it maxes out at 12. And yet, that's not the end of the story. Even with a target of 1, there's a 3% chance of rolling a critical success. And even with a target of 12, there's a 3% chance of rolling a critical failure. So what's the use in having a target of 12 or higher? Because most things in XPG are determined on a sliding scale called the **margin**. The higher your target, the greater potential you have to do something really well, cause more damage to your opponent, etc. With a target of 12, you can roll an 11 and still have a margin of 1. Since damage in XPG is done by Weapon Ratings (multipliers of the accuracy of the hit), the better your margin of success, the more potential damage you do.

Speaking of damage, the next basic ethic of our system design was that we should have no hit points. While we realize hit points are the most common form of damage tracking (heck, our own 1PG system uses it), we wanted something that more realistically (and we use the word loosely) simulated the decline of a body under trauma. Depending on which version of



the wound status a given XPG product uses, there are either abstract wound levels, or wound levels with a finite number of wound tracking boxes. The end result is the same. The variable rests with the character's derived stat called SAVE, as well as other minor factors. The logic is that, especially in a cinematic context, most adult bodies can take a relatively similar amount of physical trauma. A mortal wound is a mortal wound. The difference is how long you can stand up and take it without passing out, and how fast you can heal.

While we're certain some core gamers will take issue with the lack of bell curve or the simple and abstract take on task resolution and damage, quite frankly this game was not designed for them. It was primarily designed to appeal to the casual

gamers, the neophytes, and the initiates. It is written to be an introduction to the hobby and hopefully entice some more folks into this fun and creative pastime of ours.

It's always easier to make something more complex than it is to simplify. No doubt there will be folks who want nothing more than to convert this game to their favorite, more detailed system. More power to them. For the rest of you, we've created a system that we feel does justice to the humor and lite adventure of the *Red Dwarf* television show, and we hope that 'Dwarfers out there will recognize that. This is the game we, as fans, have wanted to play since we first saw the show almost fifteen years ago.

Best of luck, have fun, and most of all...

May the Smeg Be With You.



Appendix B

Miscellaneous Notes

Space Corps Directives

Although this is by no means a complete Space Corps Handbook, these important articles could mean life or death to you and your crewmates. Follow them like you mean it (or at least bend them to your benefit).

Article 5: Gross negligence leading to the endangerment of personnel.

Article 195: In an emergency power situation, a hologramatic crew member must lay down his life in order that the living crew members might survive.

Article 312: [Quarantine berths must] provide minimum leisure facilities.

Article 497: You have to work to earn credits for food.

Article 597: One [Quarantine] berth per crew member.

Article 699: A crew member may demand a re-screening after five days in quarantine.

Article 1742: No member of the corps should ever report for active duty in a ginger toupee.

Article 1743: No registered vessel should attempt to traverse an asteroid belt without deflectors.

Article 5796: No officer above the rank of mess sergeant is permitted to go into combat with pierced nipples.

Article 34124: No officer with false teeth should attempt oral sex in zero gravity.

Article 68250: (Exact text not given, but involves at least one live chicken and a rabbi)

Article 1947945: A mechanoid may issue orders to human crew members if the lives of said crew members are directly or indirectly under threat from a hitherto unperceived source.

Article 196156: Any officer caught sniffing the saddle of the exercise bicycle in the women's gym will be discharged without trial.



Red Dwarf Phrases

Here are some phrases in the *Red Dwarf* universe that we'd be lost without:

AWOOGA Holly's verbal interpretation of Red Dwarf's claxon alarm

BRUTAL Very cool, with a rough edge (somewhat equivalent to the California surfer expression "gnarly")

DEADIES Derogatory term for Holograms

DOLLARPOUNDS Standard unit of world currency in the 23rd century

FLAMINGO UP Like a cock-up, only bigger

FREAKY FUNGUS Titan mushrooms

GIMBOID A term of insult

GIMP Another term of insult

GOIT Yet another term of insult

HANDSHAKE Radio greeting between ships

HANEKA Kinitawowi term for one Earth minute

JACKSON POLLOCK A colorful term for purging the contents of one's stomach, driving the porcelain bus, giving a Technicolor yawn, tasting the rainbow, etc.

LIVVIES Derogatory term for non-Holograms

LS Abbreviation for Light Speed

MODO Still another term of insult

OUTLAND REVENUE The tax people

PD Punishment Detail

SMEG Popular 23rd century expletive

T-COUNT Hologramatic equivalent of blood pressure

WATUNGA Kinitawowi word for hut

W.O.O. Without Oxygen



Photo Credits

Main Cast

Craig Charles as **Lister**
Chris Barrie as **Rimmer**
Danny John-Jules as **Cat**
Norman Lovett and Hattie Hayridge as **Holly**
Robert Llewellyn as **Kryten**
Chloë Annett as **Kristine Kochanski**

Guest Cast

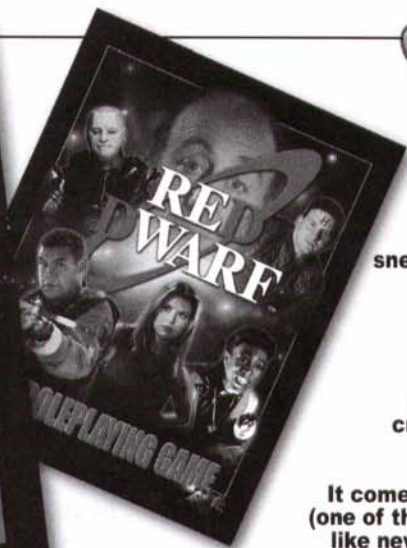
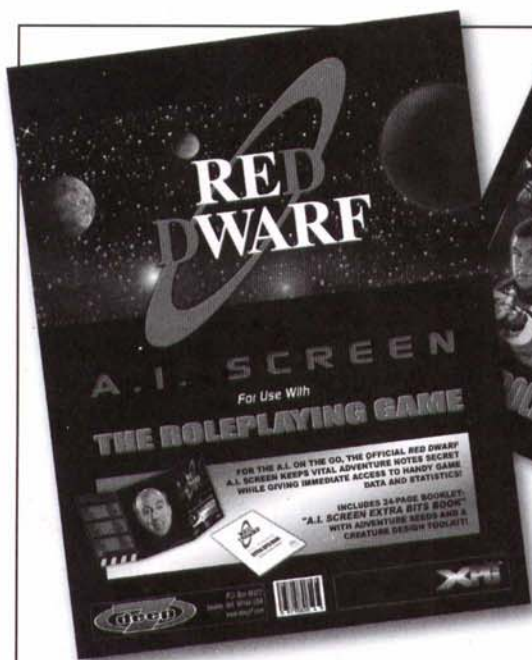
Mac McDonald as **Captain Hollister**
Paul Bradley as **Chen**
David Gillespie as **Selby**
Clare (CP) Grogan as **Christine Kochanski**
Noel Coleman as **Cat Priest**
David Ross as **the original Kryten**
Charles Augins as **Queeg**
Suzanne Bertish as **Ms Rimmer**
Angel Bruce as **Ms Lister**
Matthew Devitt as **The Dog**
Gordon Kennedy as **Hudzen 10**
Francesca Folan, Judy Pascoe and Suzanne Rhatigan as **Camille**
Jane Horrocks as **Nirvana Crane**
Maggie Steed as **Doctor Lanstrom**
Mr. Flibble as **Himself**
Jack Docherty as **the Inquisitor**
Sara Stockbridge and Francine Walker-Lee as **Handmaidens**
Denis Lill and Liz Hickling as **Simulants**
Ainsley Harriott as **GELF Chief**
Nigel Williams as **Legion**
Anita Dobson as **Captain Tau**
Samantha Robson as **Pete Tranter's Sister**
Ken Morley as **Captain Voorhese**
Alison as **The Crocodile**
Don Henderson as **Rogue Simulant**
Brian Cox as **The King**
Sarah Alexander as **The Queen**
Nicky Leatherbarrow as **Caroline Carmen**
Terry Fisher as **Lister's Body**
Graham McTavish as **Governor "Nicey" Ackerman**
Geraldine McEwan as **Cassandra**
Jake Wood as **Kill Crazy**
John Lynch as **Nigel**

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SPACE CORPS VEHICLE REGISTRATION

DESIGNATION / VEHICLE NAME

TYPE

SIZE

MIN. CREW

MAX. PASSENGERS

WEAPON TYPE

RANGE

WA

WR

DB

SPEED RATING

(SPD)

MANEUVERABILITY

(MAN)

SHIELD RATING

(SHL)

HULL RATING

(HUL)

CARGO

DAMAGE REPORT

1. WIBBLY WOBBLY (No Damage Penalty) *

2. LIGHTLY DAMAGED (-1 Damage Penalty)

3. MODERATELY DAMAGED (-2 Damage Penalty)

4. SEVERELY DAMAGED (-3 Damage Penalty)

5. ENGINE SHUTDOWN (-4 Damage Penalty)

6. DRIFTING HULK (-5 Damage Penalty)

7. VAPOR CLOUD (Damage Penalty N/A)

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5. ENGINE SHUTDOWN (-4 Damage Penalty)

6. DRIFTING HULK (-5 Damage Penalty)

7. VAPOR CLOUD (Damage Penalty N/A)

SPACE CORPS PERSONNEL FILE

NAME		RANK	SERIAL NO.	
AGE	SEX M F Other	HEIGHT	WEIGHT	SMOKER?
EYES	HAIR	PLACE OF BIRTH		
DISTINGUISHING MARKS				
BRIEF HISTORY				
RACE		CONNECTIONS		

PHOTO ID

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PSYCH PROFILE

GOALS:

ASSETS:

LIABILITIES:

BEHAVIOR TAGS:

I WANT TO BE REMEMBERED FOR:

TAGLINE:

SKILL PROFILE

RESULTS OF VOCATIONAL
APTITUDE EXAM

AGILITY

Athletics
Dance
Gunnery
Self Defense
Stealth
Pilot:
Pilot:
Pilot:
Other:
Other:

PERCEPTION

Aesthetics:
Awareness
Con
Empathy
Passive Games
Seduction
Social
Other:

DEXTERITY

Active Games
Craft:
Demolitions
Firearms
Instrument:
Repair
Other:
Other:

INTELLIGENCE

Anthropology
Astronavigation
Computer Ops.
Culinary Arts
History
Language:
Life Sciences
Mathematics
Medicine
Philosophy
Theoretical Physics
Security
Trivia:
Other:

STRENGTH

Climb
Endurance
Strength Feat
Swim
Other:

WILLPOWER

Cool
Intimidation
Resist
Other:

INITIATIVE

SAVE

DESTINY

SHRUG

NOTES



HEALTH

CURRENT MEDICAL CONDITION

1. A BIT WONKY (No Wound Penalty)
2. ROUGHED UP (-1 Wound Penalty)
3. WORSE FOR WEAR (-2 Wound Penalty)
4. SORRY STATE (-3 Wound Penalty)
5. NEARLY DEAD (-4 Wound Penalty)
6. FLESHY LUMP (-5 Wound Penalty)
7. SMOLDERING HOLE (Wound Penalty N/A)

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US \$34.95
CN \$53.50

